

The  
Tournament  
Player's  
Collection

# Tactical Chess Endings

John Nunn

A CSWU  
Special Edition



COMPETITIVE

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## Contents

	<i>page</i>
Preface	ix
Introduction	1
1. Mate	3
2. Stalemate	24
3. Promotion	41
4. Positional draw	68
5. Breakthrough	74
6. Zugzwang	86
7. Manoeuvring	100
8. Perpetual check	123
9. Passed pawns	130
10. Rook endings	138
11. Pawn endings	162
12. Studies	175
13. Practical examples	185
Bibliography	202
Index of players and composers	204
Index of positions by material	207

## Preface to the Reprint

Whenever a game is played containing an important opening innovation, it is immediately published all over the world. But if a game contains an interesting ending it may appear in one magazine and then sink into obscurity. The reasons are manifold. Chess columnists and to a lesser extent magazine editors are usually short of space, so they prefer short games to long ones. Secondly, there is a great demand for opening theory and so there are specialist publications dealing exclusively with it, whereas there is no magazine devoted to over-the-board endgames and precious few which have a regular endgame feature. Finally, there is a general impression that endgames are boring. Of course many are, but there are also plenty of exciting endgames as I hope to demonstrate in this book.

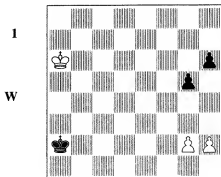
I am delighted that B. T. Batsford Ltd. have decided to reprint *Tactical Chess Endings*. This has given me the opportunity to correct a number of mistakes which have been pointed out to me over the years. I am very grateful to all those who spoke to or wrote to me with analytical contributions; their efforts have not gone to waste. Particular thanks are due to C. D. Meyer, who translated *Tactical Chess Endings* into German and found a number of errors in the process. I would also like to thank L. Barden, N. Davies, H. Hurme, W. Proskurowski, J. Speelman, J. Timman, R. G. Wade, Dr. Allitsch and C. van Wijgerden for bringing various points to my attention.

I am sure that errors remain and as before I am happy for them to be pointed out so that corrections may be included in any future editions.

## Introduction

When the word 'tactics' is mentioned, most people think of the vast array of possible middle-game combinations. Everyone would agree that forks, pins, discovered attacks and skewers are tactical and most would accept that almost any forcing sequence of moves in the middle-game is tactical. But I feel that tactics is something far more general than the above examples, which are more properly described as combinations, would indicate.

Chess ideas are often classified as 'tactical' or 'strategical'. Strategy is concerned with the creation of plans. When a player decides to give his opponent doubled pawns, it is not usually because he has calculated specific variations leading to the capture of one of the weak pawns, but because he knows from experience that sooner or later the doubled pawns will be indefensible. This sums up the difference between strategy and tactics. We can say that an idea is tactical if it is necessary to calculate specific variations to ensure its correctness, whereas it is strategical if it is based on general considerations rather than concrete calculation. With this definition, it is clear that tactics can occur at any stage of the game. Indeed, simplified endgames are especially prone to be tactical, since in such positions it is possible to calculate every worthwhile variation and hence to be absolutely certain which is the best move. Consider, for example, the following position:



*Win*

*N. D. Grigoriev, 1st Pr.,  
Shakhmaty v SSSR 1937*

The reader is invited to find out for himself how White can win this position before the solution is revealed in Chapter 11. I think the reader will agree that tactics predominate in the solution, since White cannot possibly play the right moves unless he has calculated up to the final zugzwang position.

This book is about such tactical endgames. It is surprising how frequently the smooth positional flow of endgames is interrupted by the intervention of an unexpected tactic and it is clear from many of the examples in this book that players miss their chances in this respect. People don't expect tactics to break out in the ending and so they don't look for them.

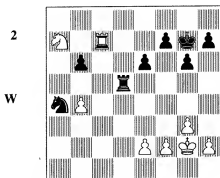
The positions in this book were selected for their interest and, in many cases, their entertainment value. The reader will not find a logical progression from start to finish, since a series of positions with similar ideas is rather dull. I have grouped the positions in chapters, but the classification is so broad that there is enormous diversity within each chapter. Whilst the primary purpose of this book is to entertain, playing through the analysis of the positions cannot help but educate at the same time. I should mention that I have assumed the reader to have a basic knowledge of endgame theory when writing this book, but no more than would be possessed by any club player.

The reader will find that there are a number of studies (i.e. composed positions in which White to play must either win or draw—the stipulation is placed below the diagram in this book) in amongst the game positions. I have chosen these both for the elegance of their solutions and because (with the exception of position 128, perhaps) they have natural positions of considerable relevance to over-the-board play. The reader may wish to solve them himself or he may prefer just to play over the solutions. Conversely, study composers will find many stimulating ideas contained in the over-the-board examples!

Happy endings!

# 1 Mate

Although mate is the object of the game, it might seem a strange topic to find in a book on the endgame. It is true that mating ideas appear relatively infrequently in the endgame, but one consequence of this is that players are not looking for them and this can lead to dreadful oversights. We shall see some of these later in the chapter. But mate can also occur in the normal course of an ending, as in the following example.



*Smyslov-Benko, Monte Carlo 1969*

Black suffers from two problems. First, his knight is temporarily out of play and secondly the f7 square is very weak. Smyslov, a noted expert on endgame play, uses these factors to launch an attack on Black's king.

## 1 Nc6!

The threat is 2 e4, followed by 3 Ne5, while 1...Nc3 is impossible owing to 2 Ne7. Since the rook is going to be driven away from d5 anyway, Benko decides on an immediate counter-attack against White's e-pawn.

1	...Rd2
2 Ne5	R×e2
3 N×f7	h5

Played in order to avoid the loss of the h-pawn after Ng5+.

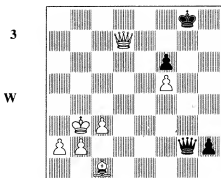
4 Ng5+	Kf6
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This allows a mating combination, but after 4...Kf8 5 Kf1 Re5 6 f4 Re3 7 Kf2, winning the e-pawn, Black is still losing.

**5 Kf1! R×f2+**

If the rook moves away then 5...Rb2 6 f4 Kf5 7 h3! forces mate by Rf7. After 5...R×f2+ Smyslov finished by **6 K×f2 K×g5 7 Ke3 Kg4 8 b5 Kh3 9 Rc4 Nb2** (9...Nc5 10 R×c5) **10 Rc2 1-0** since 10...Na4 11 Kf4 h4 12 g×h4 K×h4 13 Ke5 wins easily.

The mating attack in the next position is as sudden as a bolt of lightning.



*Simagin-Bronstein, Moscow 1947*

With a second Black queen about to arrive it appears that White will have to be content with perpetual check. But one move changes the picture completely.

**1 Bg5! h1=Q**

Black challenges White to prove that a mate does exist, but there was little choice since 1...f×g5 2 f6 is certainly mate, while after 1...Q×g5 2 Qd8+ Kh7 3 Qc7+ and 4 Q×h2 White's material advantage is decisive.

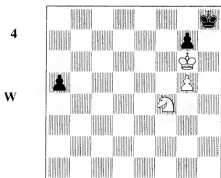
**2 Qe8+ Kg7**  
**3 Qg6+ Kf8**  
**4 Q×f6+ Kg8**  
**5 Qd8+ Kg7**  
**6 Qe7+ Kg8**  
**7 Qe8+**

**1-0**

All Black's moves were forced except for 5...Kg7, but any other fifth move led to the same thing. Now White mates in three by 7...Kg7 (7...Kh7 8 Qg6+ Kh8 9 Bf6 mate) 8 f6+ Kh7 9 Qf7+ and 10 Qg7 mate.



Even when the material has been greatly reduced, one should never forget the possibility of mate:



*Vesely-Antos, CSSR 1968*

White's material advantage would normally be enough to win easily, but if White simply plays his knight to the queenside to block the a-pawn it would be unable to take any further part in the action on the other side of the board. Even with the infinite supply of tempi provided by the knight this would leave a drawn king and pawn ending, e.g. 1 Nd5? a4 2 Nb4 a3 3 Kf7 Kh7 4 g6+ Kh8 5 Kf8 a2 with stalemate. But a little finesse makes all the difference.

**1 Kf7!                      a4**

If 1...Kh7 2 g6+ Kh8 3 Kf8 and 4 Ne6-d8-f7 mate.

**2 Ng6+!                    Kh7**  
**3 Ne5                        a3**

Thanks to the position of the king, White gains a tempo with his pawn.

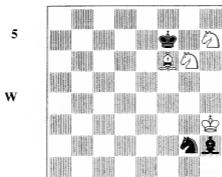
**4 g6+                        Kh6**

Or 4...Kh8 5 Kf8 and mates.

**5 Ng4+                      Kg5**  
**6 Ne3                        a2**  
**7 Nc2**

**1-0**

Once Black has committed his king to h6 rather than h8 blocking the a-pawn is enough to win, since 7...Kh6 8 Na1 picks up the g-pawn.



Win

*P. Sobolevsky, Shakhmaty v SSSR 1951*

This study has a surprising mating finale after several moves of tactical interchanges. The advantage of one piece is not enough to win without pawns, but two extra pieces are enough to win, except for two knights against king. So White must move his knight on g6 and hope to pick up a piece from the king fork.

**1 Nh8+**

1 Nf8 allows Black to avoid loss of material with 1...Bd6, so this is the only reasonable move.

**1 ...Kg8**

Black must continue attacking a piece. Now it seems that White can win with either capture, but 2 Kxh2 (2 Ng5 Ne3! is similar) Ne3! draws as Black has the twin threats of 3...Kxh7 and 3...Ng4+.

**2 Kxg2 Bf4**

Forced, or else White simply defends all his pieces by 3 Ng5.

**3 Ng6 Bh6!**

A subtle defence. Black prevents 4 Nhf8 and prepares a stalemate trap!

**4 Ng5 Bg7!**

White must avoid the exchange of his bishop, but 5 Be7 allows 5... Bf6! giving White the unpleasant choice between stalemate, an exchange of bishops, or the loss of a piece. Also 5 Bd8 Bf6! 6 Ne7+ Kf8 7 Nh7+ Ke8 leads to a draw.

**5 Ne7+**

The only remaining move, but a good one. The top right corner is reflected about the diagonal a1-h8, so the Black king can be forced

to approach the White one! If Black replies 5...Kf8 then 6 Ne6+ wins.

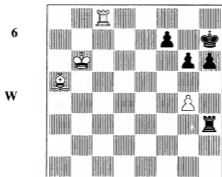
5	...	Kh8
6 Nf7+		Kh7
7 Bh4!		

Now this does win!

7	...	Bf6!
8 Ng5+		Kh6
9 Ng8+		Kh5
10 Nxf6+!		Kxh4
11 Nf3 mate		

A mate which one is unlikely to see in practice!

Since players don't expect mate to occur in the ending it sometimes happens that a golden opportunity for a brilliancy is missed, as in the next two positions.



*Zilber-Seirawan, Hastings 1979-80*

Materially White does not have sufficient advantage to win, since Black can quite easily exchange White's last pawn by ...Rg3 followed by ...h5, for example. But Black's king is in an unfortunate predicament. In the game White chose 1 Bc3, but after 1...g5 2 Rh8+ Kg6 3 Rg8+ Kh7 4 Rg7+ Kh8 5 Be5 (surprisingly White cannot profit very much from his battery, e.g. 5 Bf6 Rf3 6 Rxf7+ Kg8 7 Rg7+ Kf8 8 Be5 Rf4! 9 Bxf4 Kxg7, followed by ...Kg6 and ...h5 drawing) Re3 6 Rxg5+ Kh7 7 Rf5 (7 Rg7+ Kh8 8 Bd4 Re4 gives White nothing) Kg6 8 Kc5 Re4 9 Rf6+ Kg5 10 Kd5 Rxg4 11 Rxf7, and the game ended in a draw after another 41 moves. But White could have won by playing a more drastic move.

**1 g5!**

Hard to see, because one normally doesn't voluntarily give away

one's last pawn, but by preventing ...g5 Black's king is imprisoned and he is forced to give up his rook.

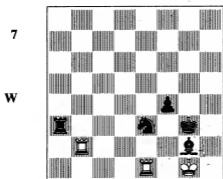
1                   ...Rb3+  
2 Ka6               h×g5

2...Kg7 3 Bc3+ f6 4 g×f6+ is hopeless and 2...Ra3 3 Kb5 h×g5 is worse than the main line, as the White king is nearer the kingside.

3 Bc3               R×c3  
4 R×c3              g4  
5 Kb5               Kh6

6 Kc4 Kg5 7 Kd3 f5 (however Black plays White can always bring his king in front of the pawns) 8 Ke2 f4 9 Rc4 f3+ (9...Kf5 10 Rc5+ and both 10...Kf6 11 Kd3 and 10...Ke4 11 Rg5 are easy wins) 10 Kf2 Kh4 11 Rc8 and Black must allow the king in to g3, with a simple win.

In the next position one of the world's top grandmasters overlooks an unusual mating chance and was very lucky to win the game.



*Gufeld-Andersson, Camaguey 1974*

Black must have been feeling confident in this position, since he has a decisive material advantage and 1 R×e3+ f×e3 2 R×g2+ Kf3 wins easily after 3 Rg8 Ra1+ 4 Kh2 e2 5 Rf8+ Kg4 etc. But Gufeld found a surprising move which put Andersson off his stride.

1 Rb3!              Ra2?

Of course if 1...R×b3? 2 R×e3+ is stalemate however Black recaptures, but Black could have forced mate by 1...f3!! 2 Rb×e3 (2 Rb2 Ra8 is similar, while 2 Re×e3 Ra1+ mates at once) Ra8! and White is so paralysed by the threat of ...f2 mate that he cannot prevent ...Rh8 and ...Rh1 mate (3 R1e2 Ra1+ 4 Re1 R×e1+ 5 R×e1 f2 mate or 3 R3e2 f×e2 wins).

2 Rb×e3+           f×e3

2...f3 no longer works because of 3 Rb3 Ra8 4 Rb2 Rh8 5 R×g2+ f×g2 6 Re3+ Kf4 7 Ra3 with a draw.

**3 R×e3+      Bf3**

This position, despite the bad position of White's king, is a theoretical draw. However, in the continuation Gufeld lost his way (and the game): **4 Kf1 Rd2 5 Re8 Rd7 6 Rg8+ Kf4 7 Re8 Rd2 8 Ke1 Rd1+ 9 Kf2 Rd2+ 10 Ke1 Rh2 11 Re7??** (11 Rb8 was correct, when after 11...Be4 12 Rb3 prevents the king from advancing to the sixth rank) **Be4!** (now Black is winning—the bishop can interpose on d3 or f3, so the Black king is assured a quiet life on e3) **12 Kd1** (loses quickly, but even the best defence wouldn't last much longer: 12 Ra7 Ke3 13 Rf7 Rg2 14 Rf8 Bg6! 15 Rf6 Bd3 16 Re6+ Be4 17 Rf6 Re2+ 18 Kf1 Rc2 19 Kg1 Rg2+ 20 Kf1 Rg5! 21 Ke1 Bf5! and mate can no longer be avoided—a line which dates back to Philidor) **Ke3 13 Kc1** (forced) **Rc2+ 14 Kd1 Rc8 15 Re5** (White can only move the rook up and down the e-file) **Rh8 16 Kc1 Rb8 17 Rb5 R×b5 0-1.**

In the following pair of positions White allows a mating attack which could have been avoided. In the first position the oversight amounts to a blunder, but in the second both the mate and especially the defensive move could easily be overlooked.



*Hamann-Bednarski, Aarhus 1971*

Black clearly has a draw by perpetual check with ...N×h2 and ...Nf3+, but in view of the proximity of the a-pawn to the queening square it is hard to believe that Black can do more.

<b>1</b>	<b>...N×h2</b>
<b>2 a6</b>	<b>Nf3+</b>
<b>3 Kf1</b>	<b>g5</b>

Black has his draw in reserve, so this winning attempt involves no risk.

4 a7?

Overlooking the threat! 4 N×c6! forces the draw, since 4...h4 5 g×h4 g×h4 6 Nd4 halts Black's attack and wins.

4 ...h4!

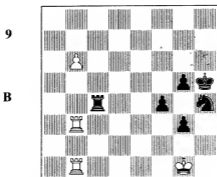
So that if 5 a8=Q h×g3 threatens 6...g2 mate and 6...Rf2 mate.

5 g×h4 g4

With the same idea. White manages to avert mate, but only by giving up the exchange.

6 Ra5 g3  
7 Rg5+ N×g5

and Black should win; but the further course of the game was erratic: 8 h×g5 (8 a8=Q g2+ and 9...Nf3 mate) Ra2 9 N×c6 e6 10 c5 Ra6? (a move which threatens nothing and serves only to lose the g-pawn—10...Kg6 followed by the advance of the king won easily) 11 Kg2 Kg6 12 Ne5+? (incomprehensible. Simply 12 K×g3 K×g5 13 Kf3 f5 14 Ke2 e5 and now, not 15 Kd3? f4 16 e×f4 e×f4 17 Kc4 f3 18 Kb5 Ra1 19 Na5 f2 20 a8=Q f1=Q+, when Black should win, but 15 N×e5 R×a7 16 Kf3 is a draw even without the c-pawn—but note that if Black prepares ...e5 by 14...Kf6 then 15 Kd3! is even good for White) K×g5 13 N×f7+ Kh4 14 Kf3 R×a7 0-1. Rather a dismal end to an imaginative game.



Jovic-Rajkovic, Belgrade 1977

Black's attack is very dangerous, but with accurate play White could have drawn.

1 ...f3  
2 b7

2 R×f3 N×f3+ 3 Kg2 Kg4 leads to a quick mate, so White has no

choice but to press on and hope the pawn queens in time.

2                      ...Rc2  
3 b8=Q?!

One can hardly blame White for playing such a natural move, since many players would use the logic that if 3 b8=Q fails then White must be lost. However 3 Rf1! would have put up a much stiffer fight. The win can only be achieved by a remarkable idea: 3 Rf1! Rg2+ (3...g2 is met by 4 Rbb1! and White wins, rather than 4 b8=Q? f2+! with the reverse result) 4 Kh1 Re2!! (4...f2 5 R×g3 R×g3 6 b8=Q Rh3+ 7 Qh2 draws while 4...Rh2+ 5 Kgl g2 6 Rfb1! Rh1+ 7 Kf2 is another win for White) and now:

- 1) 5 Rb×f3 (5 Kgl g2 will transpose after 6 Rbb1, while 5 Rf×f3 Re1+ loses at once) g2+ 6 Kgl g×f1=Q+ 7 K×f1 Rb2 wins on material.
- 2) 5 Rfb1 g2+ 6 Kh2 f2 and White has nothing better than 7 b8=Q, when Black wins as in the game.
- 3) 5 b8=Q g2+ 6 Kgl f2+ 7 Kh2 g1=Q+ as in line 2.
- 4) 5 Rbb1 g2+ 6 Kgl g×f1=Q+ 7 K×f1 Nf5! 8 b8=Q Ne3+ 9 Kgl f2+ 10 Kh1 Re1+ (this move explains why Black had to transfer his rook from c2 to e2) 11 Kh2 Ng4+ 12 Kg3 f1=Q and White has only one check, whereupon Black either mates or (after Qe8+ for example) wins on material.

3                      ...f2+  
4 Kh1                  g2+  
5 Kh2                  g1=Q+  
6 R×g1                Nf3+!

Perhaps White had missed this move. 6...f1=Q+ 7 Kh1 is no good for Black.

0-1

because of the three lines 7 R×f3 f1=Q+ and mates in three more moves at most, 7 Kg3 f×g1=Q+ 8 K×f3 Qg4+ 9 Ke3 Re2+ 10 Kd3 Qe4+ and 11...Rc2 mate or finally 7 Kh3 g4+! 8 R×g4 f1=Q+ 9 Kg3 Qg2+ 10 Kf4 Q×g4+ 11 Ke3 Qd4+ 12 K×f3 Rf2+ 13 Kg3 O! mate.

The next position reduces to an interesting ending of R+N v R.

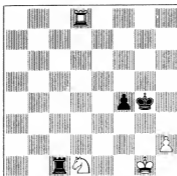
White's material advantage is enough to win, but his pieces are badly tied up. In order to free himself it is necessary to sacrifice the h-pawn and try for a mating attack.

1                      ...f3?

Black's rook is not well placed on c1 if the position reduces to R+N v R, since it is within the range of influence of the White knight. Black could have drawn by withdrawing his rook as far as possible by 1...Ra1! and now:

10

B



*Pedersen-Hecht, Denmark-W. Germany 1972*

(A) 2 Kg2 f3+ 3 Kf1 (3 Kf2 Ra2+ 4 Kg1 Ra1 5 Rd4+ transposes to B) Kh3 4 Rd2 (4 Rh8+ Kg4 5 Ke1 f2+ draws) f2! and the position reduces to a R+N v R ending which Black can draw fairly comfortably.  
 (B) 2 Rd3 f3 Rd4+ Kh3 is similar to the game, but with the rook on a1, which as we shall see would have made a big difference.  
 (C) 2 Kf1 f3 3 Ke1 Kh3 4 Rd2 Rb1 5 Ra2 Rc1 6 Kd2 Rb1 7 Kc2 Rb8 8 Kc3 Rc8+ with a comfortable draw, since the White king cannot move to the second rank or to the d-file (due to ...Rd8+).

**2 Rd4+                    Kh3**  
**3 Kf2!**

The only move, for if White hesitates Black will play ...Ra1 and draw.

**3                    ...Rc2+**

Black must play to win the pawn, or else White improves his position by Ne3.

**4 Kxf3                    Kxh2**  
**5 Ne3!                    Rc3?**

Allows a straightforward win. The main line is 5...Rc1 (5...Ra2/b2 6 Ng4+ Kh3 7 Nf2+ Kh2 8 Rh4+ mates) 6 Rh4+ (6 Rd8 Ra1 or 6 Rd2+ Kh3 7 Rd8 Kh4 only leads to a draw) Kg1 7 Rg4+ Kh2 (7... Kh1 8 Kf2 mates) 8 Rg3! (threatening mate in three, starting with 9 Ng4+) Rc3 (8...Kh1 9 Kf2 Kh2 10 Ng4+) 9 Kf2 (threatens 10 Ng4/f1+ and 11 Rg1 mate) Rc1 10 Ng4+ Kh1 11 Rh3 mate.

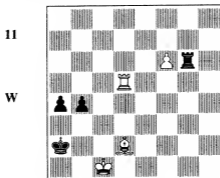
**6 Rh4+                    Kg1**  
**7 Rg4+                    Kh2**  
**8 Kf2                    Kh3**



If the Black rook were on a3 rather than c3 he would be able to hold the draw by 8...Ra2+.

9 Rg3+  
1-0

as Black loses his rook after 9...Kh4 10 Nf5+.



*G. M. Kasparian, 1st Pr.,  
Shakhmaty v SSSR 1939*

This study is one of my favourites, mainly because of its witty finish. Black threatens 1...Rg1+, so the lines 1 f7 Rf6 2 Rd7 Rf1+ and 3...b3+ or 1 Rf5 Rg1+ 2 Kc2 b3+ 3 Kc3 (3 Kd3 allows Black to promote with check) b2 4 f7 Rcl+ 5 Kd4 Rc8 are not good enough.

1 Bg5

Black's rook is immobilised and White threatens 2 f7. Black presses ahead with his counterplay.

1                      ...b3  
2 Rd2+                Ka1  
3 f7!

The position of the Black king in the corner might tempt White to try 3 Be3, but 3...b2+ 4 Rxb2 Rxf6 5 Bd4 Rf1+ 6 Kc2 a3! leaves White with nothing better than 7 Rb1+ Ka2 8 Rxf1, with stalemate. 3 f7 looks very strong since the reply 3...a3 loses after 4 Rd1! Rd6 (the only chance) 5 f8=Q b2+ 6 Kc2+ Rxd1 7 Qxa3 mate.

3                      ...R×g5!  
4 f8=Q                Rg1+  
5 Rd1                 Rg2!

If 5...b2+ 6 Kc2+ Rxd1 7 Qa3 mate, but the surprising defence in the main line threatens 6...Rc2 mate and 6...b2 mate. What can

White play? If 6 Qa3+ (6 Rd2 is just a draw by repetition) Ra2 7 Qc5, for example, then not 7...b2+ 8 Kd2+ b1=Q+ 9 Ke1 and wins, but simply 7...Rh2! threatening ...b2 mate again and leaving White with nothing better than a repetition. But there is a win hidden in this line!

**6 Qa3+                      Ra2**  
**7 Rd2!                        Rxa3**

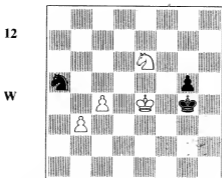
Or 7...b2+ 8 Qxb2+ Rxb2 9 Rxb2 a3 10 Rb1+ Ka2 11 Rb8 Ka1 12 Kc2 a2 13 Kb3 Kb1 14 Ka3+ Ka1 15 Rh8 Kb1 16 Rh1+ winning.

**8 Rb2                        Ra2**

A novel zugzwang!

**9 Rb1 mate**

The next position ends with mate, but the main interest lies in the intricate knight and pawn ending leading up to it.



*Yanofsky-Golombek, Hastings 1951-2*

**1 c5?!**

White should not have given up his b-pawn. Simply 1Nd4! Kh3 2c5 g4 3b4 Nb7 4Kd5 Nd8 5c6 wins easily.

**1                              ...Nxb3**

White can still win, but only with very accurate play.

**2 c6                            Na5**  
**3 c7                            Nc4**  
**4 Kd5                        Nb6+**  
**5 Kc6                        Nc8**

More or less forced up to here, but now White must decide whether to try Kb7 or Kd7.

**6 Kd7 Nb6+**

The only move because 6...Na7 allows 7 Nd4, followed by Nc6 promoting the pawn.

**7 Kc6**

White decides to go back, since after 7 Kd8 Kh4! (not 7...Kf5? 8 Nf8 g4 9 Nd7 g3 10 N+b6 and White promotes with check) 8 Nf8 g4 9 Nd7 g3 10 N+b6 g2 11 c8=Q g1=Q the knight is too far away for White to have any winning chances.

**7 ...Nc8**  
**8 Kb7 Ne7!**

This time the other move is correct! If 8...Nd6+ 9 Kb8 Kf5 (9...Kh4 10 Nd4 g4 11 Nf5+ and 9...Kh5 10 Ng7+-e8 are just as bad) 10 Nd4+ and 11 Nb5 and White wins.

**9 Nd4 Kf4!**

The only square. If 9...Kh4 (after 9...Kh3 White promotes with check) 10 Nc6 Nf5 11 Kb8 Nd6 12 Nd4 and the threat of 13 Nf5+ gains a decisive tempo.

**10 Nc6 Nf5**  
**11 Kb8?**

This move leads to an ending of Q+N v Q which should be drawn with correct play. White could have won with the paradoxical move 11 Kc8! blocking the pawn; the threat of Kd7 forces 11...Nd6+ 12 Kd7 Nc4 13 Ne7 Ke5 (there is nothing better as White threatened 14 Kc6), but now 14 Nf5! wins. Whether Black takes the knight or not White will play Kc6, and even 14...Nb6+ 15 Kc6 Nc8 16 Kb7 is no help. Notice the curious way the White king performs a complete circuit b7-c8-d7-c6-b7 around the pawn. The alternative idea 11 Nb4 (intending 12 Nd5+ and 13 Kc6) fails to 11...Nd6+ 12 Kc6 Nc8 13 Kd7 (13 Nd5+ Kf3 14 Nb6 g4 leads to a drawn Q+N v Q position) Nb6+ 14 Kd8 Ke4 (stopping Nd5) with a draw.

**11 ...Nd6**  
**12 Nd4 g4**  
**13 Nb5 g3**  
**14 Nxd6 g2**  
**15 c8=Q g1=Q**

Black needed just a few more accurate moves to be sure of a draw, but he blundered and White was granted a half-point he didn't really deserve after his mistakes at moves 1 and 11.

<b>16 Qf5+</b>	<b>Kg3</b>
<b>17 Ne4+</b>	<b>Kg2</b>
<b>18 Qg4+</b>	<b>Kh2??</b>

After 18...Kf1! White cannot make progress with checks (19 Qf3+ Ke1 20 Qc3+ Ke2) and his king is exposed to too many checks to allow a quiet move.

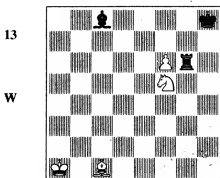
<b>19 Qh4+</b>	<b>Kg2</b>
<b>20 Qg3+</b>	<b>Kh1</b>

White avoids 21 Nf2+ Qxf2 22 Qxf2 stalemate and delivers mate instead.

<b>21 Qh3+</b>	<b>Qh2+</b>
<b>22 Ng3+</b>	

**1-0**

From the diagram it is hard to see how the following study can end in mate, but the solution is surprisingly clear-cut.



*Win*

*V. Korolkov, 1st Pr., Lelo 1951*

<b>1 f7</b>	<b>Ra6+</b>
-------------	-------------

Forced, as 1...Rf6 2 Bb2 and 1...Rg8 2 f×g8=Q+ K×g8 3 Ne7+ lose at once. But after 1...Ra6+ White has a problem, since 2 Kb2 allows 2...Rf6, while 2 Kb1 drops the knight with check.

<b>2 Ba3!</b>	<b>R×a3+</b>
<b>3 Kb2</b>	<b>Ra2+!</b>

Not 3...Rb3+ 4 Ka2, stopping the checks. Where should White head with his king to escape the barrage of checks? Going up the board doesn't work: 4 Kc3 Rc2+ 5 Kb4 (5 Kd4 Rd2+ and 6...Rd8) Rb2+ 6 Kc5 Rc2+ and after 7 Kb6 Rb2+ or 7 Kd6 Rd2+ White cannot

advance to the seventh rank without allowing a check on b7 or d7, followed by ...R×f7. The right plan is to head for the kingside and shelter behind the knight.

**4 Kc1!                      Ra1+**

Not 4...Rc2+ 5 Kd1.

**5 Kd2                      Ra2+**

**6 Ke3                      Ra3+**

**7 Kf4                      Ra4+**

**8 Kg5**

8 Kg3? Rg4+ and 9...Rg8 really would draw.

**8                      ...Rg4+!**

Now the lines 9 Kh5 (9 K×g4 B×f5+ 10 K×f5 Kg7 draws) Rg8 and 9 Kf6 Rg8 10 Ne7 Rd8 only give White half a point.

**9 Kh6!                      Rg8**

Or 9...Rg6+ 10 K×g6 B×f5+ 11 Kh6 winning.

**10 Ne7                      Be6**

Black had no choice as the rook must cover f8 and g6.

**11 f×g8=Q+      B×g8**

**12 Ng6 mate!**

The rest of the chapter is in the nature of light entertainment. The next three positions show mate simplifying a technical task.



*Moldojarov-Samocanov, USSR 1974*

Bearing in mind the principle that one should never win positionally when mate is available, White continued

**1 Rg6!**

Probably not the only move to win, but by far the simplest.

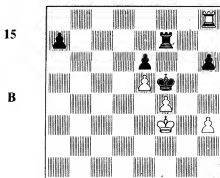
**1**                    **...a4**

If 1...Be2 (to free the king by ...Bg4) 2 Ke3 Bg4 3 Kf4 a4 4 Rd6 (with the idea of 5 Rd3 and 6 Rh3+!) Be2 5 Rd2 and mate occurs after all upon 5...Bf1 6 Rf2 Bc4 7 Rf3 Be6 8 Rh3+!

**2 Ke3!**

The most accurate, preventing ...Be2.

**2**                    **...a3**  
**3 Kf4**                **a2**  
**4 Rg3**                **Be6**  
**5 Rh3+**              **Bxh3**  
**6 g3 mate**



*Novak-Ryc, CŠSR-1978*

**1**                    **...Kg6**

White was threatening 2 Rxh6, for example 1...a5 2 Rxh6 a4 3 h4 a3 4 h5 a2 5 Rg6, forcing mate. If 1...Rb7 (intending ...Rb3+) 2 Rf8+ Kg6 3 Rf6+ and 4 Rxh6 wins comfortably.

**2 Re8**                **Kf5**  
**3 h4!**

White correctly decides to play for mate. Black cannot reply 3...h5 owing to 4 Rg8.

**3**                    **...a5**  
**4 h5**                **a4**  
**5 Rh8**                **a3**

Poor Black can only move his a-pawn.

6 R×h6 a2  
 7 Rg6 a1=Q  
 8 Rg5 mate



*Shamkovich-Visier, Palma de Mallorca 1967*

Black has sacrificed a rook but in return has a very dangerous threat of mate on h2. But it is White to move and he strikes first with his own mating attack!

**1 g5+!**

1 K×h4 allows mate in two, while 1 Rf2 R×f2 2 Bg2 is a clear draw, so this is the only move. If Black retreats the mating threat disappears so the reply is forced.

**1**                   ...Kh5  
**2 Rg3!**  
**1-0**

2 Rf2 still only drew, but this is instantly decisive due to the unavoidable check(mate) on f3.

We finish the chapter with a selection of unfortunate accidents which have befallen various people over the years. It is likely that many of these disasters were the result of 'chess blindness'—simply not bothering to look for a mate in the endgame.

With his two bishops and active king White must have been feeling happy and his next move carries the dual threats of 2 Bf5 and 2 B×h7.

**1 Be4**

Unfortunately . . .

**1**                      **...b5!**  
**0-1**



*Olssen-Andersson, Sweden 1969*



*Donner-Spanjaard, Holland 1961*

White is a clear piece up and might well have been annoyed that Black hadn't already resigned. It is true that after 1 Rf7+ followed by 2 h6 Black would have more than a little trouble continuing the game. But Donner decided on a different plan.

**1 Rha7**

Mopping up the a-pawn, Black's only potential counterplay . . .

**1**                      **...Rh1+!**  
**2 K×h1**              **Kg3**  
**0-1**



White is on the defensive, but 1 Qd8+ Kf7 2 g4 would have offered some drawing chances.

1 g4? Nd5!

With a threat which White doesn't notice. But there were no good

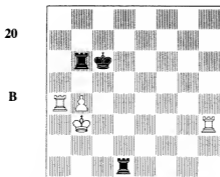


*Bellon-S. Garcia, Capablanca Memorial, Cuba 1976*

moves: 2 Qe1 Nf4+ 3 Kg3 Rg2+ 4 Kf3 f×g4+ 5 Ke3 Re2+ or 2 Kg3 Rg2+! 3 Kf3 f×g4+, winning the queen, or 2 Qd4 Nf4+ 3 Kg3 Ne2+. The only move not to lose at once is 2 Qa1! but after 2...Nf4+ 3 Kg3 Rg2+ 4 Kf3 f×g4+ 5 Ke4 Re2+ 6 Kd4 R×h2 Black would not have much trouble winning.

2 g×f5 Rg2!  
0-1

If 3 Q×d5 R×h2+ 4 K×h2 e×d5 wins. 2...Rg2! would also have been the answer to 2 Qf1.



*Prokes-Balogh, The Hague Olympiad 1928*

Of course this position is quite drawn and by simply playing sensible moves Black can hold it easily. Black's defeat in this game was a direct result of indulging in unnecessary tactics.

<b>1</b>	<b>...Rb1+</b>
<b>2 Kc3</b>	<b>Rc1+</b>
<b>3 Kb2</b>	<b>Kb5?</b>

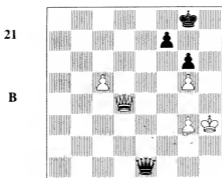
3...Rg1 or any sensible move would have drawn. Black's 3...Kb5 was intended to force 4Ra8, when 4...Rc4 wins the pawn. But Black has forgotten something.

<b>4 Ra5+!</b>	<b>K×b4</b>
<b>5 Rha3!</b>	

**1-0**

The twin threats of 6 K×c1 and 6 R3a4 mate win a rook.

'Some you win, and some you lose . . .' as Simagin might have said after producing the following pair of games.



*Borisenko-Simagin, Moscow 1955*

<b>1</b>	<b>...Qf1+</b>
----------	----------------

White has an extra outside passed pawn, but his king is very exposed and this factor enables Black to hold the draw. For example, after 1...Qf1+ 2 Kh2 (2 Kh4 Qe2! threatens mate and forces a repetition) Qe2+ 3 Kg1 Qe1+ 4 Kg2 Qe2+ 5 Qf2 Qe4+ 6 Kh2 Qc4! there is no way White can improve his position. White chooses another plan to try and get his king over to the queenside to support the passed pawn, but there is a major defect.

<b>2 Kg4?</b>	<b>f5+!</b>
<b>3 g×f6</b>	

Or 3 Kh4 Qh1 mate.

3 ...Qf5+  
4 Kh4 Qh5 mate!



*Batuyev-Simagin, Riga 1954*

Black is winning, for example 1...Kf1 2 Qf6+ Qf3 3 Qd4 (or 3 Qh4+ Kf1, followed by ...e2) Kf1, when White has no more checks and the pawn advances. The game continuation was rather more abrupt:

1 ...e2??  
2 Qg1+ Kd2  
3 Qc1+ Kd3  
4 Qc3 mate

## 2 Stalemate

One might imagine that stalemate would be far more common in endgames than mate. After all, stalemate plays a large part in the ordinary theory of endings (K+P v K, for example, or Q v P on the seventh) and stalemate is only likely to occur in endgames, when there are few pieces on the board. Yet in fact examples of stalemate (other than the theoretical variety mentioned above) are rare. This chapter, like the last one, ends with a selection of blunders which can only be explained by one player forgetting that stalemate was possible.

But to start with we have some positions in which both sides play accurately and stalemate comes in as a legitimate device for saving what would otherwise have been a hopeless position.

23

B



*Titenko–Murei, Moscow 1963*

White has two passed pawns, so passive defence is hopeless, e.g. 1...Rc8 2 Rc6 Kd5 3 Rc1 Ke4 4 Rc5, followed by the advance of the h-pawn. Black must try to make something of his advanced d-pawns.

1                      ...Rf2+

Black just repeats moves after 2 Kd1 Rf1+, so White must go to c1.

2 Ke1                      d2+!

If 2...Rc2 3 Re6+! Kf3 4 Re7 and Black cannot promote a d-pawn, so White is free to push his h-pawn.

3 Kxf2

Certainly not 3 Kd1? Ke3! 4 Re6+ Kd3 and Black wins.

3 ...d1=Q  
4 Re6+

Black delivers perpetual check if White promotes at once. If now 4...Kf4 5 c8=Q Qf3+ White escapes the checks by 6 Ke1 Qg3+ 7 Kd2 and 8 Re2.

4 ...Kd3  
5 c8=Q Qd2+

6 Kf3/g3 Qf4+ 7 Kg2 Q×g4+ is perpetual, but why not 6 Kg1 Qd1+ 7 Kh2 Qd2+ 8 Kh3 and wins?

6 Kg1 Qc1+!  
7 Q×c1 stalemate

The next position is one of the most famous examples of stalemate, so I apologise to all those who have seen it before!



*Keres-Fischer, Curacao 1962*

Black has a clear plus, since White's passed pawn is firmly restrained while Black's pieces can co-operate in an attack on White's king. The immediate threat is 1...R×d7.

1 Kg2! R×d7

The fork 1...Qb2+ 2 Kh3 Qf2 looks strong, but after 3 Be4! Q×f1+ 4 Bg2 Qf2 (preventing 5 B×d5) 5 Qb4+! White is at least drawing, because Black cannot allow his rook to be taken with check.

2 B×d7 Qf2+  
3 Kh3 Q×f1+  
4 K×h4 g2

White has no perpetual check, but there is a surprising stalemate defence.

**5 Qb4+ Kf7**

5...Kg7 6 Qc7+ Qf7 7 Qg5+ Qg6 8 Qe7+ is a draw, but after 5...Kf7 White again has just one check.

**6 Qb3+ Kg7**  
**7 Qg3+**

Of course 7 Qb2/c3+ loses to 7...Qf6+.

**7 ...Kh7**

Now White has no checks, since 8 Bf5+ Qxf5 9 Qxg2 Qf4+ 10 Qg4 (10 Kh3 Qh6+ and 11...Qg6+ exchanges queens and wins since the Black king reaches the fourth rank) Qxg4+ 11 Kxg4 Kg6 gains the opposition and wins.

**8 Qe5! Qh1+**

After 8...Qf2+ 9 Kh3 g1=Q (9...g1=N+ 10 Kg4 is harmless) 10 Bf5+ Kh6 (10...Qxf5 11 Qxf5+ Qg6 12 Qxg6+ Kxg6 13 Kg4 and now White has the opposition, enabling him to draw) 11 Qf6+ Kh5 12 Bg6+ Qxg6 13 Qg5+ both recaptures are stalemate.

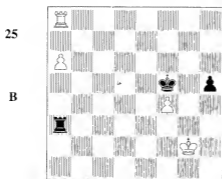
**9 Bh3 Qxh3+**

9...g1=Q 10 Qh5+ Kg7 11 Qg6+! Kf8 12 Qf6+ Ke8 13 Qe6+ is perpetual check.

**10 Kxh3 g1=Q**  
**11 Qe7+ Kh8**  
**12 Qf8+ Kh7**  
**13 Qf7+**



After 13...Qg7 14 Qxg7+ Kxg7 15 Kg3 White can gain the opposition whenever the Black king advances to the fourth rank.



*Kluger-Sandor, Hungary 1955*

White threatens to play a7 and then check with his rook. Black has two possible plans to counter this. He can either defend passively, bringing his king back to the 'safe' zone consisting of the g7 and h7 squares, or he can play actively and hide the king behind the White pawn on f4. The first plan loses: 1...Kf6? 2 a7 Kg7 3 f5 h4 4 f6+ Kf7 5 Rh8, winning the rook.

1                   ...Kg4!  
2 a7

Black also draws after 2 f5 Ra2+ 3 Kf1 Kf3 4 Ke1 Re2+ 5 Kd1 Re7! 6 Rh8 (or 6 f6 Rf7) Ra7 7 Rh6 Kg4, winning one of the pawns.

2                   ...Ra2+  
3 Kg1               Kf3!

Not 3...Kh3? 4 Kf1! (preventing ...Rg2+-g7), when the Black king dare not emerge from its shelter and White can just push the f-pawn.

4 Kh1

4 f5 still only draws after 4...Rg2+ 5 Kh1 Rg7 6 f6 Rf7 7 Kh2 h4 8 Kh3 Kf4 9 Kg2 Kf5, followed by ...Kxf6. But after 4 Kh1 White threatens to push his f-pawn.

4                   ...h4!

Preparing the stalemate.

5 f5               Kg3

Only now does this move become possible. White's reply is forced.

6 Rg8+           Kh3

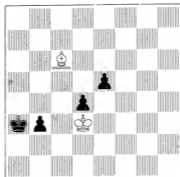
Now 7 a8=Q Ra1+ 8 Qxa1 (8 Rgl Rxa8) is stalemate.

7 Kg1           Rg2+  
8 Rxg2 stalemate

although 7...Rxa7 would also have drawn, so the second stalemate was not really necessary.

26

W

*Gil-Erlandsson, corr., 1976*

White's position looks very bad, since there is no obvious way he can bring his king in front of the b-pawn. The immediate threat is 1...b2 2 Kc2 Ka2, so the first move is forced.

**1 Bd5                      b2**

After 1...Kb4 (1...Kb2 2 Be6 and Black can only return to a3) 2 Be6 b2 3 Ba2 Ka3 4 Bb1 Kb3 5 Kd2 Kc4 6 Ba2+ White draws comfortably.

**2 Kc2                      d3+**

Not 2...e4 3 B×e4 Ka2 4 Kd2, with an immediate draw.

**3 Kb1                      d2**  
**4 Bb3!**

The only move to draw. 4 Bf3? loses after 4...e4 5 Be2 (or 5 Bd1 e3 6 Be2 Kb3 7 Bd1+ Kc4! 8 K×b2 Kd3, followed by 9...e2 and Black wins—note that 7...Kc3 8 Be2 is not so good, as it is essential for Black to triangulate to lose a tempo) Kb3 (not 5...e3? 6 Bd1, winning a pawn and drawing) 6 Bd1+ Kc3 7 Be2 e3 and White is in zugzwang, hence must allow 8...Kd3.

**4                              ...e4**  
**5 Bc2!**

Not 5 Bd1? e3 and White loses, as in the last note. But after 5 Bc2! e3 6 Bd1 Black is to move and must give up a pawn.

**5                              ...Kb4**  
**6 K×b2                      Kc4**  
**7 Ba4!                      Kd3**

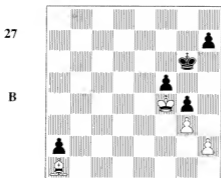
Or else 8 Kc2 draws.

**8 Bb5+                      Ke3**  
**9 Kc2**





Of course stalemate is fairly close to mate and when setting up a stalemate one should always be careful that it is not possible for the opponent to cover that one extra square. . .



*Sallay-Honfi, Hungary 1973*

Black's position might look hopeless, since as soon as he runs out of tempo moves he loses the f-pawn. Nor does ...h5-h4 help, as White has the right bishop for the h-pawn.

**1**                      ...h6!  
**2 Bb2**                Kh5

A neat idea: 3 Kxf5 a1=Q 4 Bxa1 stalemate, while otherwise Black just oscillates with his king between g6 and h5. White can try to creep round the back with his king, but after 3 Ke5 Kg5 4 Ba1 Kg6 5 Kc6 Kg5 6 Be5 (of course 6 Kf7 f4 is quite drawn) Kg6 7 Bf6 h5! (if Black persists with his stalemate idea by 7...Kh5? he loses after 8 Kf7 f4 9 gxf4 g3 10 hxg3 Kg4 11 Kg6 Kxg3 12 f5 Kg4 13 Be5 h5 14 f6 and promotes first) 8 Bb2 (Black threatens to make a passed pawn by ...h4, ...h×g3 and ...f4, so White must prepare to bring his king back to e5) Kg5 9 Ke5 (9 Bc1+ only repeats) h4 10 Bd4 hxg3 11 hxg3 f4 12 gxf4+ Kh4! 13 f5 g3 14 f6 g2 15 f7 g1=Q 16 f8=Q the result is only a draw. Since White cannot win by normal means he sets a trap. . .

**3 h3**                      g×h3??

Disaster! Black could have drawn by 3...Kg6! 4 h×g4 (4 h4 Kh5 5 Ke5 Kg6 is a draw, as White can never advance to the sixth rank with his king for fear of ...f4) f×g4 5 K×g4 h5+ 6 Kf4 Kh6 7 Kf5 (the only way to prevent Black's king from moving between g6 and h6) h4! 8 g×h4 Kh5, picking off White's last pawn.

**4 Kxf5**

No longer stalemate!

4 ...h2  
 5 Bf6 h1=Q  
 6 g4 mate

In the next position White's stalemate trap succeeds, but only with some help from his opponent.



*Honfi-Lengyel, Hungary 1963*

White's problem is the terrible position of his rook. It is very hard to find any playable moves at all for White, e.g. 1 Ra5 Rb2+ 2 Ka3 Rb3+ 3 Ka2 Rxc3, when 4 g7 Rg3 is impossible and White has made no progress towards freeing his rook, or 1 a5 Bc6 and there is no defence to the threat of 2...Rb2+ 3 Ka3 Rb3+ 4 Ka2 Kxc5 (impossible in the original position, as White would promote his pawn at the end) or 1 Bb1 Rb2+ or 1 Bh3 Rxc6. The move White chooses is the best practical chance.

1 Bc8! Rb2+?

The winning line was 1...a5+! 2 Kb5 Rb2+ 3 Kxa5 Kxc5 4 g7 Rb6! (threatening mate) 5 Bxb7 Rxb7 and the mate threat enables Black to win the pawn.

2 Ka5!

Not 2 Ka3? Kxc5 3 Kxb2 Bxc8 and wins.

2 ...Kxc5

Even 2...Rg2 doesn't help, due to 3 Kb6! and White avoids the losing variation given above completely. Now we have the same position as in that variation, only Black has an extra pawn on a6, which unfortunately prevents the mate!

3 g7 Rg2  
 4 Bg4! Rxc5  
 5 g8=Q Rxc8 stalemate

In the following example we see a stalemate which does occur from time to time in practice.



*Znosko-Borovsky – Salwe, Ostend 1907*

### 1 Rh8

This draws, but the simplest line was 1 Rg7! Rh2 (1...Rb2 2 Ra7 is also drawn) 2 h7 f2+ 3 Kf1 Kf3 4 h8=Q R×h8 5 Rh7, with a perpetual attack on the Black rook—an idea which has come up in several games.

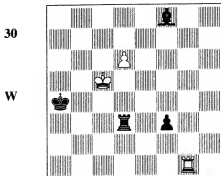
### 1 ...Ra2

Allows an immediate draw, but even 1...Rb2 (which would prevent the draw that actually occurred in the game) 2 Ra8 Rh2 (2...f2+ 3 Kf1 is also a draw) 3 Ra6 would lead to a position in which Black can make no progress (3...Kg3 4 Rg6+).

2 h7	f2+
3 Kf1	Kf3
4 Ra8!	R×a8
5 h8=Q	R×h8 stalemate

although had Black played 1...Rb2 this line would have allowed 5...Rb1 mate.

Time for a study! The harmless-looking initial position disguises the complications to come.



*Draw*

*H. Mattison, Rigaer Tageblatt 1914*

**1 Rg8!**

Not 1Kc4? f2 2 Rf1 (2 Ra1+ transposes) Rf3 3 Ra1+ (3 Kd5 Kb5 4 Ke4 Rf7 and now both 5 Ke3 Bxd6 and 5 d7 Be7 6 Kd3 Rf8 7 Ke2 Bc5 win for Black) Ra3 4 Rf1 Ra2 5 d7 Be7 6 Kd3 Kb5 7 Ke3 Bh4 and as 8 d8=Q Bxd8 9 Rxf2 loses to 9...Bb6+ Black can follow up with 8...Kc6 and consolidate his material advantage.

**1                    ...Bxd6+**

Or 1...Rc3+ (1...Bh6? 2 Kc4 threatens mate and the rook) 2 Kd5! (2 Kd4? Rc8! wins after both 3 d7 Bc5+ and 3 Rg3 f2 4 Rf3 Bxd6) Rc8 (2...Rd3+ 3 Ke4) 3 Rg3 f2 4 Rf3, winning the pawn.

**2 Kc4                    Rc3+!**

The only way to play for a win, as 2...Rd4+ 3 Kxd4 f2 allows 4 Ra8+ and 5 Ra1.

**3 Kxc3                    f2**  
**4 Rg4+**

Avoiding 4 Ra8+ Kb5 5 Ra1 Be5+ 6 Kd3 Bxa1 7 Ke2 Bd4 and wins.

**4                    ...Ka3**

If the Black king moves to the fifth rank then 5 Rg5+ and 6 Rf5. But now White has no checks and 5 Rg8 loses to 5...Bb4+ 6 Kc2 f1=Q 7 Ra8+ Ba5.

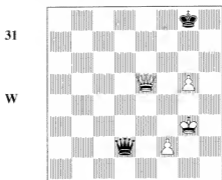
**5 Rg5!                    Bb4+**  
**6 Kc2                    f1=Q**

Or else 7 Rf5, but 6...f1=R would be a better practical chance!

**7 Ra5+                    Bxa5 stalemate**

A mid-board stalemate in a practical game must be a very unusual event, the Titenko–Murei example at the start of this chapter being the only one I know of from a master game.

The type of ending which gives rise to most stalemates is undoubtedly the queen and pawn ending. In the next four positions we can see most of the typical tricks available.



*Lehmann–Pfeiffer, W. Germany 1958*

**1 g6**

White has a clearly winning position, so there is no real need to play a risky move like this, but if followed up correctly there is nothing wrong with it.

<b>1</b>	<b>...Qd3+</b>
<b>2 Kg4?</b>	<b>Q×g6+</b>
<b>3 Qg5</b>	

White has assumed that this forced the exchange of queens, but alas. . .

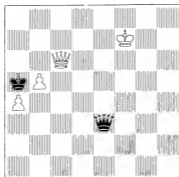
<b>3</b>	<b>...Kh8!</b>
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and White is left playing Q+fp v Q in a drawn position with the opposing king nearly in front of the pawn. The game did indeed end in a draw. White should have played 2 Kh4! when after 2...Q×g6 3 Qg5 Kh8! 4 Qh5+! the exchange really is forced and White wins. In the game, of course, this was impossible as the queen was pinned.

White's mistake in the next position was rather more subtle.

32

W



*Podgajets-Klovan, USSR 1969*

**1 Qc7+?**

White is two pawns up, but he is not clearly winning since it is hard to hold on to the pawns while at the same time preventing perpetual check. The best line seems to be 1 Qa6+ Kb4 2 b6 Kc5! (there is no point in checking at the moment, as the White king hides on a7, enabling the pawn to advance to b7) 3 a5 (3 Qb5+ Kd6 4 b7 Qf3+ 5 Kg6 Qg4+ is a draw, since Black can exchange queens if White interposes) Kd6 (now the White king's escape route to the queenside is cut off, so Black is threatening perpetual check) 4 Qc4! (4 b7+ Kc7 5 Qb5 Qf3+ and 6...Qxb7 draws) and Black cannot give perpetual, e.g. 4...Qf3+ 5 Kg6 Qg3+ 6 Kf5 Qh3+ (6...Qe5+ 7 Kg4 Qxa5 8 b7 Qb6 9 b8=Q+! Qxb8 10 Qf4+ wins) 7 Kg5 Qg3+ 8 Qg4 Qe5+ 9 Qf5 Qg3+ 10 Kh5 Qh2+ 11 Kg6 Qg2+ 12 Qg5 Qe4+ 13 Kg7 Qb7+ 14 Kh6 Qh1+ 15 Qh5 Qc1+ 16 Kh7 and the checks come to an end. This is not conclusive proof that White wins after 1 Qa6+, but this move offers much better chances than 1 Qc7+?, when Black can force the draw immediately.

**1**                      **...Kxa4**  
**2 b6**                      **Ka5!**

The surprising point! Instead of giving a series of futile checks which would only drive the king over to support the pawn, Black encourages White to promote.

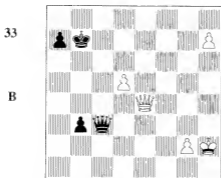
**3 b7+**                      **Ka6**  
**4 b8=N+**

White had to advance his pawn since otherwise he would just lose it, but 4 b8=Q Qe6+ 5 Kg7 Qh6+ 6 Kg8 Qh8+ 7 Kf7 Qf6+ is perpetual check or stalemate; hence the knight, but White still has no winning chances.

4 ...Kb5



The stalemate is very well hidden in the next example and one would have to be very astute to avoid falling into it.



*L. D. Evans-Haik, London 1978*

1 ...b2  
2 d6+?

Amazingly this natural move throws away the win. The correct continuation was 2 Qe7+! and then:

(A) 2...Ka8/b8/c8 3 Qe8+ Kc7 4 h8=Q Qxh8+ 5 Qxh8 b1=Q 6 Qe5+! Kd7 (or 6...Kb7 7 Qe7+ Kb6 8 Qd6+ Ka5 9 Qc7+ Ka6 10 d6 and the pawn advances to the seventh) 7 Qe6+ Kd8 8 Qd6+ Ke8 (8...Kc8 9 Qc6+ and if 9...Kb8 then 10 Qe8+ Kc7 11 Qe7+ and 12 d6) 9 Qc6+ Kd8 (9...Kf7 10 Qc7+) 10 Qa8+, picking up the a-pawn with check.

(B) 2...Ka6 3 Qd6+ Kb7 (3...Kb5 4 Qb8+ Ka6 5 h8=Q Qxh8+ 6 Qxh8 b1=Q 7 d6 and 3...Ka5 4 Qd8+ Ka4 5 h8=Q lead to winning queen endings) 4 Qd7+ Ka6 (4...Kb6 5 Qd8+) 4 Qc6+ Qxc6 5 dxc6 b1=Q 6 h8=Q and once again White should win.

2 ...Ka6!

Setting up the stalemate.

3 d7 b1=Q!  
4 Qxb1 Qe5+

Surprisingly Black can now deliver perpetual check or force stalemate; however, he must be careful to check from the correct square or White escapes. The following chart of corresponding squares gives the appropriate responses:

<i>WK position</i>	<i>BQ checks from</i>
<b>h6, f1, f2</b>	<b>f8</b>

g1, e3, c3, h5	c5
g3, g6, d1	d6
d2, g4	b4
a2, a3	a4
e1, h4	b4 or e7
e2, g5	e7
h1	h5
h2	e5
h3	e6
f5	d7
d4	f6
c1	f4
c2	c5 or e4
b2	d4
b3	d5
f3	c3 or f8

The only way to avoid the checks given above is to play g3 or g4 at some point, but both of these moves allow a straightforward perpetual check. In the game White did not put Black completely to the test as he overlooked the stalemate!

5 Kh1	Qh5+
6 Kg1	Qc5+
7 Kf1	Qc4+?!

The simplest was 7...Qf8+! as given above.

8 Ke1?



8 Kf2! was a much better move, as it is hard for Black to regain the correspondence.

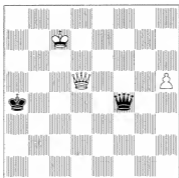
8	...Qb4+
9 Qxb4	stalemate

The next position is a draw even without the stalemate idea, but it did avoid playing a few extra sessions!



34

W



*Sigurjonsson-Miles, Hastings 1975/6*

The last pawn move or capture was 32 moves ago, so both sides must have been getting rather bored by now. If White genuinely wanted to play on he should have tried 1 Kd7 or 1 Kb7, but he probably wasn't too dismayed to allow a quick draw!

**1 Qd6?!                    Qc4+!**  
**2 Qc6+**

Or 2 Kd8 (2 Kb6/b7/b8 Qb5+ or 2 Kd7 Qg4+) Qh4+ and the pawn is lost.

**2                            ...Ka5**

Now White's reply is forced as 3 Kb7 (3 Kd7 Qf7+) Qb3+ 4 Ka8 (4 Kc7/a7 Qf7+ or 4Kc8 Qh3+) Qg8+ 5 Kb7 Qb3+ is an immediate perpetual check.

**3 h6                        Qf7+**  
**4 Qd7**

Or 4 Kb8 Qf8+ 5 Kb7 Qb4+ 6 Kc7 Qc7+ 7 Qd7 Qc5+ 8 Qc6 (otherwise Black wins the pawn with 8...Qb6+ or 8...Qf8+) Qe7+, with a draw.

**4                            ...Qc4+**  
**5 Kb8**

5 Kd8 Qh4+ or 5 Kb7 Qa6+.

**5                            ...Qb4+**  
**6 Kc8                      Qc5+!**  
**7 Qc7+                    Ka6**

This repeat of the previous manoeuvre forces the reply, as 8 Kb8 Qb4+ 9 Kc8 Qf8+ wins the pawn.

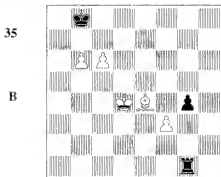
**8 h7                        Qf8+**

9 Qd8

Qc5+



White can only avoid the perpetual at the cost of losing his h-pawn.  
We end with a small group of positions featuring gross swindles.



*Goldstein-Shamkovich, Moscow 1946*

Black is quite lost, since White threatens 2 c7+ and 3 Bf5+, while if 1...Rc1 White wins the rook with check and then takes the g-pawn.

1                   ...Rd1+

Looks like a spite check, but actually sets a neat trap!

2 Ke5?

After 2 Ke5! g×f3 (2...Re1+ 3 Kf2) 3 c7+ Kc8 4 Bf5+ Rd7 5 K×f3 White wins, but now Black is able to draw.

2                   ...g×f3!

Not 2...g3? 3 c7+ Kc8 4 Bf5+ Rd7 5 Bh3 g2 6 B×g2 Rh7 (or else Bh3) 7 Bf1 and wins.

3 B×f3

3 c7+ Kc8 4 Bf5+ Rd7 5 Bh3 f2, followed by 6...f1=Q 7 B×f1 R×c7, is also just a draw.

3                   ...Rd7!

But not 3...Rc1? 4 Kd6 and White wins.

4 Bd5

White intends 4...Rg7 (for example) 5 Kd6 Rg6+ 6 Be6 and wins.

4                   ...Rb7!



since 5 Kd6 R×b6 pins the pawn.

36

W



*Reshevsky-Geller, Zurich 1953*

A famous example. Reshevsky, two pawns up, was probably expecting Geller to resign, but a careless move made the win difficult and then two more made it impossible!

**1 Kg3?**

Now the pawns become blockaded. The obvious 1 g4 was much better.

**1**                    **...Kg6**  
**2 Ra3**              **f5**  
**3 Ra6+?!**

Rather unnecessary. At once 3 Ra8! intending 4 Rg8+-g5 was correct.

**3**                    **...Kh5**  
**4 Rf6?**

Now the position is a draw. White could still have won by 4 Ra8! Re3+ 5 Kf2 Rb3 6 g3 Kg4 (or else 7 Rg8 and 8 Rg5+) 7 Rg8+ Kh3 8 h5.

**4**                    **...Re3+!**  
**5 Kf2**              **Ra3**  
**6 g3**

After 6 Rxf5+ Kxh4 7 Rb5 Kg4 8 f5 Kg5 White is tied to the defence of his pawns and can make no progress.

**6**                    **...Rf3+!**  
**7 Ke2**

Or 7 Kg2 Rxg3+.

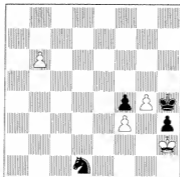
**7**                    **...Rxg3**

and the game concluded 8 Rxf5+ Kxh4 9 Kf2 Ra3 10 Rg5 Rb3 11 Rg1 Kh5 12 Ke2 Ra3 13 f5 Ra5  $\frac{1}{2}$ - $\frac{1}{2}$ .

The next position must take first prize, however!

37

W



*Menas-Braunstein, Bucharest 1960*

Black could well resign with a clear conscience, but he cheekily continues to play.

1 b7                    .Ne3  
2 b8=Q                Nf1+  
3 Kg1

3 Kh1 Ng3+ 4 Kg1 Ne2+ 5 Kh2 was quite good, too.

3                        ...Kg3

Black isn't actually threatening anything, but why not take some more material?

4 Kxf1                . h2

Actually White has to be a bit clever here, mainly as a result of his last move—5 Qxf4+! Kxf4 6 Kg2 winning.

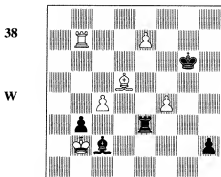
5 Qh8??              h1=Q+

Unfortunate.

½-½

### 3 Promotion

Promoting a pawn is the ultimate objective in most endings, but this is usually a gradual process of piloting a passed pawn through all sorts of obstructions and blockades until it finally reaches the eighth rank. However, the amount of material gained when the pawn reaches the other side of the board is so great that the sacrifice of a piece or rook is entirely justified if it enables the pawn to surmount the last barrier separating it from promotion.



*Piastetski-Rajkovic, Stip 1977*

Both sides have dangerous passed pawns and White's advantage lies in the unfortunate position of Black's king, which allows him to promote with check.

**1 Be6!**

After 1 Bc6, threatening 2 e8=Q+, Black simply plays 1...Kf6.

**1                   ...R×e6**  
**2 Rb6!           h1=Q**

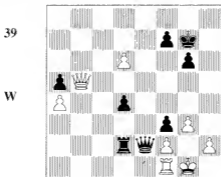
Loses instantly, but even 2...Kf5 (2...R×b6 3 e8=Q+ Kg7/h7 4 Qe7+ followed by 5 Qh4 picks up the h-pawn, as does 2...Kf7 3 R×e6 Ke8 4 Rh6) 3 R×e6 h1=Q 4 e8=Q (Black only has two checks) Qb1+ 5 Kc3 Qa1+ 6 Kb4 Qa7 (6...b2 also leads to mate after 7 Qg6+) 7 Qg6+ K×f4 8 Rf6+ Ke5 9 Qg5+ Ke4 10 Qg4+ (amongst others) Kd3 11 Rd6+ Ke3 12 Re6+ Kd2 13 Qf4+ Kd1 14 Qf1+ Kd2 15 Qe1+, followed by 16 Qe2+ and 17 Qe3 mate, lasts little longer.

3 e8=Q+      Kf5  
 4 Q×e6+      K×f4  
 5 Qh6+

1-0

White just swaps queens and pushes his pawn, the Black king being cut off by the rook's control of the sixth rank.

In the following position White makes an even heavier sacrifice to force his pawn through.



*Ermenkov-Sax, Warsaw 1969*

White has an unstoppable passed pawn and Black's only chance is to play for a back-rank mate.

1 d7      d3

1...Qe7 loses to 2 Q×a5 attacking d8 and d2, but now 2...Q×f1+ is threatened. Now 2 Qb1 Qe7 3 Qe1 Re2 4 Qc3+ Kh7 5 Q×d3 Qd8 6 Rd1 should win, but White chooses another good line.

2 Qb3      Rc2

The only way to renew the threat, since 2...Ra2/b2 3 Q×a2/b2 wins and 2...Qe7 drops the rook after 3 Qc3+.

3 Qa3

Not 3 Qb1? Qe7, but now 3...d2 loses to 4 Qa1+ Kh7 5 d8=Q Q×f1+ 6 Q×f1. However, Black has one last chance, which almost comes off.

3      ...Q×f1+  
4 K×f1      d2

Looks dangerous, but White has a surprising refutation.

5 Q×f3!      Rc1+  
6 Qd1!

1-0

Since after 6...Rxd1+ 7 Ke2 Rb1 8 d8=Q d1=Q+ 9 Qxd1 Rxd1 10 Kxd1 White has an easily winning king and pawn ending. It would be interesting to know how far in advance White saw the queen sacrifice, for without it he would only draw after 5 Qf8+.

The finish of the above game bears a certain resemblance to the following combination:



*van Riemsdijk-Grunfeld, Riga 1979*

Again White has a dangerous pawn, but Black has some extra material. In the game Black lost through overlooking a promotion combination.

**1** ...Bh5?

Black should have tried 1...Rxd7! 2 Rxd7 Rb1+ 3 Kg2 f4, with a very unclear position. For the moment Black is effectively just an exchange down, as the knight takes a long time to come back into play, so I feel that Black should not be worse. White may be able to draw, however, by giving up a rook for the Black pawns. With 1...Bh5? Black hoped for 2 Rd4, say, when he removes his rook from attack with gain of tempo by 2...Rb1+.

**2 Rc8! Bxd1**

Now 3 Nxb5? Ke7 or 3 Rxd8+ Ke7 4 Nc6+ Kd6 5 Nd4 Rb1 6 Nxf5+ Kc7 would win for Black.

**3 Nc6!**

Depriving the Black king of the e7 square.

**3** ...Rd5

3...Rb8 4 Nxb8 Ke7 5 Nc6+ Kxd7 6 Rxd8+ or 3...Rb1 4 Rxd8+ Kg7 5 Rb8 (5 Rg8+ is also good) lose just as quickly.

4 Rxd8+ Kg7

5 Rg8+

1-0

The final unkind blow! After 5...Kxg8 6 Nc7+ Kf8 7 Nxd5 Black still cannot go to e7!

Even when there is very little material on the board surprises are still possible:



*Hindle-Mohring, Tel-Aviv Olympiad 1964*

The obvious 1...a2 2 Bxa2 Kxa2 3 Kxh6 leads to a draw, while the attempt to defend the h-pawn by 1...g4 fails to 2 Kf5. Knowing that a win exists enables one to find the right move by a process of elimination, but it would not be difficult to overlook it in a game.

1 ...Be3!

Threatening 2...Bxf2, and 2 f3 a2 3 Bxa2 Kxa2 4 Kxh6 loses to 4...g4+ and 5...gxf3.

2 Kxh6 g4+  
3 fxex3

Also after 3 Kg6 Bxf2 the two passed pawns would be too much for White's bishop.

3 ...g3

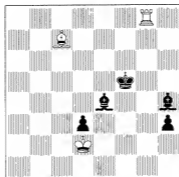
and the game concluded 4 Kh7 g2 5 h6 g1=Q 6 Kh8 a2 7 Bxa2 Kxa2 8 h7 (White loses due to the e-pawn) Qg6 9 e4 Qf7 0-1.

The next example demonstrates a rather more sophisticated promotion combination.



42

B



*Nenarokov-Grigoriev, Moscow Ch. 1923*

The usual result with this material is a draw, but here both Black pawns are dangerously advanced. White should still hold the half-point, but he needs to play very carefully.

1                   ...Bg5+  
2 Kc3

Giving up the exchange doesn't draw, since Black can perform an outflanking manoeuvre on the queenside, e.g. 2 R×g5+ K×g5 3 Ke3 Kf5 4 Bh2 Ke6 5 Bb8 Kd5 6 Bh2 Kc4 (threatening ...Kc3) 7 Kd2 Bh7 (intending 8...Kd4, followed by ...Ke4 and ...Kf3) 8 Bg1 Bg6 (now White is in zugzwang and must either allow ...Kc3 or permit the king to reach g2) 9 Bh2 Kd4 and wins.

2                   ...Be7

Not 2...d2? 3 R×g5+. The move played sets a fiendish trap . . .

3 Kd2?

. . . into which White falls. The best line was 3 Bh2! Bc5 (with the plan of ...Bb6 and ...Ba5+, to set the d-pawn in motion) 4 Bc7 (not 4 Rg3 Bf2! 5 R×d3 B×d3 6 K×d3 Kg4 7 Ke2 Bg3 8 Bg1 Bb8 9 Kf2 Bc7 10 Ke2 Kg3 11 Kf1 Kf3 and 12...Kg2, or 5 R×h3 Be1+ and 6...d2) Be3 (otherwise it is hard to see a constructive plan for Black) 5 Rh8! (Grigoriev only gave 5 Rg7 Ke6 6 Rg8 Kd7 7 Rg7+ Kc6, followed by 8...d2 winning) Kg4 (5...Bd4+ 6 K×d4 d2 fails to 7 Rf8+ and 8 Rf1, while 5...d2 6 Rd8 and 7 R×d2 is a clear draw) 6 Rg8+ Kf3 7 Rg3+ Kf2 8 R×h3 d2 9 Rh2+ Bg2 10 R×g2+ K×g2 11 Kc2 and 12 Ba5 drawing.

3                   ...Bb4+  
4 Ke3               d2  
5 Rd8

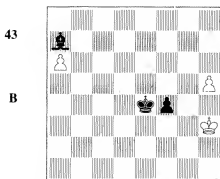
White's moves were forced. Now not 5...Ba5, due to 6 B×a5 h2 7 Rf8+ and 8 Rf1. But Black has another move to exploit the placement of White's pieces.

5                   ...Bd6!

At a stroke, White's position becomes completely hopeless since he must allow one of the pawns to promote.

6 R×d6               h2  
7 R×d2               h1=Q  
0-1

In the next position, there is no problem promoting the pawn—the difficulty lies in ensuring that the resulting position is a win.



*Forintos-Roessel, Munich Olympiad 1958*

The game actually concluded 1...Ke3? 2 h6 f3 3 h7 f2 (3...Bd4 4 a7 f2 5 a8=Q is also drawn) 4 h8=Q f1=Q+ 5 Kh2 and after a number of checks the players agreed a draw, since Black is unable to force White's king away from the squares h1 and h2 by checking.

Black's mistake was in committing his king too early (1...Kd3 2 Kg4 would also have been bad).

1                   ...f3!  
2 h6

2 Kg3 Ke3 3 h6 f2 4 h7 f1=Q 5 h8=Q Qg1+ and 6...Qh1+ wins.

2                   ...Kd3!

In this variation the king is better placed on d3 to allow the bishop to check on f2 or e3.

3 h7                   f2  
4 h8=Q

Or 4 Kg2 Ke2 5 h8=Q f1=Q+ 6 Kg3 (6 Kh2 Bg1+ 7 Kg3 Qf3+ 8

Kh4 Qh1+ wins) Qf3+! (and not the careless 6...Bf2+ 7 Kg4 or 6...Qg1+ 7 Kf4, when in both cases the White king escapes) 7 Kh2 Qf2+ 8 Kh3 Qe3+! (forcing the White king out) 9 Kg4/h4 (9 Kg2/h2 Qg1+) Qe4+ 10 Kg3 (10 Kg5 Be3+, followed by ...Qh1+ or ...Bd4+) Bf2+ 11 Kh2 Qf4+ 12 Kh1 Qf3+ and mates in two more moves.

4                      ...f1=Q+  
5 Kg4

The lines 5 Kg3 Bf2+ 6 Kg4 Qg2+ 7 Kf4/f5 Qe4+ and 5 Kh2 Qg1+ equally result in the loss of White's queen.

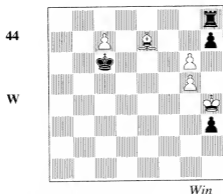
5                      ...Qg2+  
6 Kf4

6 Kf5 Qe4+ 7 Kg5 Be3+ is similar.

6                      ...Be3+  
7 Kf5                  Qe4+

picking up the queen with a skewer.

The following study also features an interesting duel after both sides promote, which ends in a surprising finale.



*G. N. Zakhodyakin, 1/2 Pr., 64 1939/40*

1 g7                  h2

White wins more easily after 1...Rg8 (1...Rc8 is even worse, since 2 K×h3 threatens Bf8 and so forces 2...Rg8) 2 K×h3 K×c7 3 Bf6 Kd7 4 Kh4 Ke6 5 Kh5 Kf7 6 Kh6 Rc8 7 K×h7 Ra8 8 Bb2, followed by 9 g6+ and 10 g8=Q.

2 g×h8=Q          h1=Q+  
3 Kg3

3 Kg4? Qe4+ 4 Kh5 Qg6+ 5 Kg4 Qe4+ 6 Kg3 Qe3+ is immediate

perpetual check.

**3**                    **...Qg1+**

Somehow White has to evade the barrage of checks. Can this be done by marching over to the queenside? After 4 Kf3 Qf1+ 5 Ke3 Qe1+ 6 Kd3 Qd1+ 7 Kc4 (White must avoid c3 and d4) Qd5+ 8 Kb4 Qe4+ 9 Ka3 Qf3+ 10 Ka2 Qd5+ Black just keeps checking along the d5-h1 diagonal and White can never interpose his queen. The only other possibility for avoiding the perpetual is to advance the king up the board.

**4 Kf4**                    **Qf1+**  
**5 Kg4**

After 5 Ke4 Qb1+ White would have to go back with 6 Kf4.

**5**                    **...Qg2+**

5...Qe2+ transposes. Now it seems that White's scheme has come to naught, for 6 Kf5 Qf3+ 7 Ke6 Qd5+ leads to the loss of White's queen. However, it is precisely in this variation that victory lies hidden!

**6 Kf5!!**                    **Qf3+**

6...Qh3+ 7 Kf6 transposes. Now 7 Ke5 loses after 7...Qc3+ 8 Ke6 Qxh8 9 Bd8 Qe8+ and 10...Kd7. But White can give up his queen in another way.

**7 Ke6**                    **Qd5+**  
**8 Kf6**                    **Qd4+**  
**9 Kf7**                    **Qxh8**  
**10 Bd8**

This and the next move are designed to lure the Black king to c8, in order to complete the incarceration of Black's queen. The reply is forced.

**10**                    **...Kd7/b7**  
**11 c8=Q+**                **Kxc8**  
**12 Bf6**                    **h6**

The last chance, aiming to exchange White's only pawn.

**13 g6 and wins**

This study forms a good introduction to the next group of positions, which feature a newly-created queen of little value to the side possessing it. It is very easy to imagine that promotion is the ultimate objective of the endgame and simply to stop analysing when one comes to the move P=Q. But there are some situations in which the extra queen doesn't help. In the next position it is a mating attack

which renders her majesty impotent.



*Pfleger-Toth, Rome 1977*

White's pieces are of little help in halting the Black a-pawn, but he does have some threats of his own. White's chances lie not so much in promoting the e-pawn but in using the squares it controls to launch an attack on Black's king.

**1**                      **...a3**

After 1...Re8 2 Ra7 Na5 3 Bg3 a3 4 Be5 a2 (preventing c4 by 4...c4 loses after 5 R×g7+ Kf8 6 R×h7 a2 7 Bf6! a1=Q+ 8 Kf2 Qa2/b2+ 9 Kg3 and Black is mated) 5 c4 N×c4 6 R×g7+ Kf8 7 Bf6 White threatens 8 R×h7 mating and 7...Ra8 fails to 8 e7+ Ke8 9 Rg8+ and 10 R×a8. The move played is more natural because 2 c7 Re8 3 Rd8 Kf7 is no good for White.

**2 f6**                      **g×f6**

If 2...a2 3 f7+ Kh8 4 Rd1, and the connected passed pawns triumph.

**3 B×f6**                      **a2**

Both 3...Re8 4 Rg7+ Kf8 5 e7+ and 3...Rf8 4 Rg7+ Kh8 5 Rg6+ R×f6 6 R×f6 a2 7 Rf1 are hopeless for Black.

**4 Rg7+**

If now 4 Ra7 then 4...Re8! exchanges the a-pawn for the e-pawn, with a likely draw.

**4**                              **...Kf8**  
**5 R×h7!**

Much better than 5 e7+ Ke8 6 Rg8+ Kf7 7 R×b8 a1=Q+ 8 Kf2 Qb2+ 9 Kg3 K×f6 10 c8=Q O×c3+ 11 Kf2 Qd4+ and Black delivers perpetual check. The move played sets up a mating threat which forces Black to give up his extra queen immediately.

5	...a1=Q+
6 Kf2	Qb2+
7 Kg3	Qxc3+

Forced, but White retains his initiative and his extra passed pawn!

8 Bxc3	Re8
--------	-----

and the game ended 9 Rh8+ Ke7 10 Rxe8+ (10 Bf6+ was even stronger) Kxe8 11 h4 Ke7 12 h5 1-0, since after 12...Ne3 13 Kf4! Nxc3+ 14 Kg5 Kxc6 15 h6 White promotes his h-pawn.

The following game is a much more complex case, but it has the same basic idea of mating threats reducing the value of an extra queen.



*Lazarev-Sakharov. Kiev 1962*

Black has a significant material advantage, but at the moment his pieces are badly tied up. The rook defends the a-pawn, while the necessity of defending the rook immobilises the chain of knights. Black decides to give up the a-pawn in order to go directly for the White king, a decision which is probably right, since the alternative 1...Kf8 (intending to support the pieces with his king) 2 Re1! (2 b4 Kc7 3 b5 Kd6 4 b6 e2 followed by 5...Nxb6 is good for Black) intending 3 Rxc7 is rather drawish.

1	...Rc2!?
2 Rxa7	Nf4
3 Ra8+	Kh7
4 a7	Rxc2+
5 Kh1	e2

All forced up to here. Now White plays the most flexible move, seeing if Black will take the rook on h8 before deciding what to do with the rook on d1.

6 Rh8+	Kg6
--------	-----

This move leads to a clear-cut draw, whereas 6...K×h8 gives rise to great complications: 6...K×h8 7 a8=Q+ Kh7 8 Re1 (the attack on the e-pawn is useful in some variations and there is no positive advantage to other rook moves, so this must be best) Rf2 9 Qa6 (forced, as 9 Kg1 Nh3+ 10 Kh1 Rf1+ 11 Kg2 Nf4+ 12 Kg3 N6h5+ wins for Black) N6d5! and now:

(A) 10 Kg1 (10 Qb5 fails to cope with the threat of 10...Ne3 and 11...Rf1+) Nh3+ 11 Kh1 N5f4 (intending 12...Rg2 and 13...Nf2 mate) 12 Qb5 (White's only defence is to aim for perpetual check with Qf5+) h5! (giving the flight square h6, where the king would be relatively safe from checks) 13 Ra1 Rg2 14 Qf5+ Kh6 and wins.

(B) 10 h4 Ne3 11 Qa5 (or else 11...Rf1+ wins) Rf1+ 12 Kh2 R×e1 13 Q×e1 Nc2 pushes the e-pawn through.

(C) 10 Qc4 (best) f5! (cutting out the annoying check on e4. Other tempting lines fail, e.g. 10...Rf1+ 11 R×f1 Ne3 12 Q×e2! N×e2 13 Re1 wins; or 10...Ne3 11 Qe4+ f5 12 Q×e3 Rf1+ 13 Qg1 R×g1+ 14 K×g1, with very good chances for White in the ending; or 10...g5, intending ...Nb4-d3, when White should not try 11 Qe4+ Kg8 12 Qe8+ Kg7 13 Qe5+ f6, when Black wins, but simply 11 b4, when White has whatever winning chances there are in this position) 11 h4 (11...Ne3 was again a threat and 11 Kg1 Nh3+ 12 Kh1 Ne3 and 13...Rf1+ loses) Rf1+ (Black has no other constructive plan) 12 R×f1 Ne3 13 Q×e2 N×e2 14 Re1 Ng3+ 15 Kh2 f4, with a rather unclear ending in which a draw is the most likely outcome.

**7 Re1                      Rf2**  
**8 Rg1+**

Forced. Now Black could have drawn comfortably by 8...Rg2, when White must either repeat moves or go in for 9 R×g2+ N×g2 10 a8=Q e1=Q+ 11 K×g2 Qe2+, when Black delivers perpetual check. Instead he plays a more imaginative move, but this does not change the result.

**8                              ...Ng4!?**  
**9 R×g4+**

9 f×g4 Rf1 10 Re8 Ne6 11 a8=Q e1=Q (11...R×g1+ 12 K×g1 e1=Q+ 13 Kg2 Nf4+? 14 Kf3 Qf1+ 15 Ke4 is rather risky for Black, but 13...Qe2+ is again a draw) 12 Qg2 R×g1+ 13 Q×g1 Qe4+, with perpetual check once more.

**9                              ...Kh5**  
**10 Re8                      Rf1+**  
**11 Rg1                      Ne6**  
**12 R×e6**

Certainly not 12 a8=Q R×g1+ 13 K×g1 e1=Q+ 14 Kg2 Nf4 mate!

**12                              ...f×e6**

13 a8=Q R×g1+

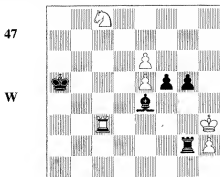
After 13...e1=Q? 14 Qe8+ Kh4 15 Qa4+ Black is mated.

14 K×g1 e1=Q+



since 15 Kg2 Qe2+ 16 Kg3 Qe1+ is an immediate draw (17 Kf4? g5 mate).

The next position is remarkable because, although the Black king is completely open, White cannot profit from the multitude of checks available to his queen.



*Rittner-Bruntrup, Berlin Ch. 1962*

Although White's passed pawn cannot be stopped his king is in a dreadful position. Since the line actually chosen by White does not lead to a win, he would have done better to play 1 Rg3! R×g3+ (1...f4 2 R×g2 Bf5+ 3 Rg4 B×e6 4 Nd6 wins for White, while 1... Rc2 2 Nd6 and 1...g4+ 2 Kh4 R×h2+ 3 Kg5 both give White good winning chances) 2 K×g3 or 2 h×g3 and White will win Black's bishop, although he still may not be able to win the game.

1 e7 Rg4

At first sight this forces a draw by 2 Rc2 (2 Rg3? Rh4 mate) Rh4+ 3 Kg3 f4+ 4 Kf2 R×h2+ with perpetual check, for White may never move to the c-file in view of ...R×c2+ and ...R×c8. But White succeeds in promoting his pawn with check.

2 Ra3+ Kb4

3 Ra4+

After 3 Ra2 Rh4+ 4 Kg3 f4+ 5 Kf2 R×h2+ White's king has absolutely no shelter from the rain of checks.

3 ...K×a4

This is necessary or else 4 R×e4 wins.



4 e8=Q+      Kb3

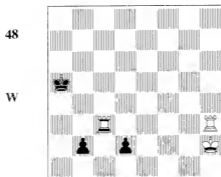
At some point White will have to make a quiet move with his queen to cover the mate on g2. Where can the queen stand? If on the second rank (except for f2), Black plays ...Rh4+, ...f4+ and ...R×h2+, while on f1 the same manoeuvre with ...Rh1 at the end is effective. This only leaves f2, but if 5 Qb5+ Kc3 6 Qc5+ Kd3 7 Qf2, Black draws by 7...Rh4+ 8 Q×h4 g×h4 9 K×h4 (9 e6 f4 10 e7 Bc6 is also safe) f4 10 Nd6 Bd5 and the f-pawn is too dangerous to allow White to make progress. So to hold the draw Black need only ensure that White can never cover g2 with check.

5 Qb5+      Kc3  
6 Qc5+      Kd3  
7 Qb5+

If 7 Qa3+ Ke2 8 Qb2+ Kf3, the threat of ...Rh4 mate forces White to continue checking.

The game finished 7...Kc3 8 Qc5+ Kf3 9 Qc3+ Kf2 10 Qd2+ Kf3 11 Qd1+ Kf4 12 Qd2+ Kf3 13 Qe1  $\frac{1}{2}$ - $\frac{1}{2}$ , in anticipation of 13...Rh4+ 14 Q×h4 g4+ 15 Q×g4+ f×g4+ 16 Kh4 Bf5 17 Nd6 Kf4 18 Nf7 Be6, picking up the e-pawn.

Needless to say, study composers have explored the theme of the helpless queen. Here is one of the most dramatic examples:



Win

*L. Olmoutski, 1st Pr., Shakhmaty 1964*

White starts by checking, to get the rooks behind the pawns with gain of tempo.

1 Ra3+      Kb4  
2 Rab3+

2 Rbh3+? throws away the win, e.g. 2...Kc4 3 Rc3+ Kb4 4 Rab3+ Ka4 5 Rd3 (or else White can only repeat moves) d1=Q 6 R×d1

K×b3, with a simple draw.

**2                    ...Kc4**

After 2...Ka4 the king is sufficiently far away to justify 3 Rbg3! b1=Q (3...d1=Q 4 Rh4+ Kb5 5 Rg5+ wins) 4 Rh4+! (not 4 Rg4+ Kb5 5 Rh5+ Kc6 and 6 Rg6+ is impossible) Kb5 (or 4...Qb4 5 R×b4+ K×b4 6 Rd3) 5 Rg5+ Kc6 6 Rh6+ and mates.

**3 Rhc3+**

Again White has to be careful which rook to use, for 3 Rbc3+? Kd4 4 Rhd3+ (4 Rcd3+ Kc4 only repeats) Ke4 5 Rb3 (5 Re3+ Kd4) b1=Q 6 R×b1 K×d3 only leads to a draw.

**3                    ...Kd4**  
**4 Rd3+            Kc4**

Black threatens to draw by promoting either pawn, so White must find something constructive to do.

**5 Rbc3+!        Kb4**

If 5...Kb5 6 Rd8 Ka4 (the reply to 6...Kb4 is the same) 7 Rc7 b1=Q 8 Ra7+, followed by 9 Rb7+ and 10 R×b1 wins.

**6 Rc7!!**

Surprising, since 6...b1=Q 7 Rb7+ Kc4 8 R×b1 K×d3 is a draw, but White has in mind a second quiet move.

**6                    ...b1=Q**  
**7 Rd8!**

Threatening mate in two. White's sixth move is explained by the need to defend h7. Note that 6 Rc8? b1=Q 7 Rd7 fails to 7...Qe4! stopping the mate.

**7                    ...Qe4**

There is no defence, e.g. 7.. d1=Q 8 Rb8+ Ka3 9 Ra7+ followed by 10 R×a4+ and 11 R×b1 or 7...Qf1 8 Rb8+ Qb5 9 R×b5+ and 10 Rd7.

**8 Rb8+            Ka3**  
**9 Ra7+**

and wins after 9...Qa4 10 R×a4+ K×a4 11 Rd8. The position after White's 7th move is a remarkable example of a queen (or two!) unable to check or to stop the mate.

A second reason why a new queen may be of no value is that the opponent is also threatening to promote (usually with check) and the queen cannot usefully cover the promotion square.

49

B



*Sandro-Weider, Cagnes sur Mer, 1977*

Once again both sides have passed pawns, but Black's looks less dangerous since White can play **Rd1** preventing the pawn's advance, followed by **Kd4** and if **...Ba6** then **b5**, depriving the pawn of its defence. This threat implies that Black must act quickly if he is to avoid defeat.

**1 ...d2!**

A precisely calculated move. Black intends removing the blockade of his passed pawn, even if it allows White to promote in the meantime.

**2 Rd1 Re2+**

A necessary corollary to the last move, or else Black just loses his pawn. If now **3 Kf3 Rh2** forces a repetition, so . . .

**3 Kd4 Bb3**  
**4 h7**

If **4 Rxd2 Rxd2+** **5 Kc3 Rg2** **6 Kxb3 Rxb3+** **7 Kc4** (**7 Kc2 Rh3** **8 h7 Kf8** followed by **...Kg7** frees the rook to attack the f-pawn or the queenside pawns) **Rf3** followed by **...Rxf4** and **...Rh4**, procuring a useful passed g-pawn. Black would have whatever winning chances there are.

**4 ...Bxd1**  
**5 h8=Q Bxa4**

Covering the mate on e8. Now **6 Ng8+?** loses to **6...Kd7** **7 Nf6+ Kc7** **8 Ne8+ Bxc8**, so White's reply is the only move to draw.

**6 Nd5+ exd5**

Or else **7 Nc3** wins.

**7 Qf6+ Kf8**

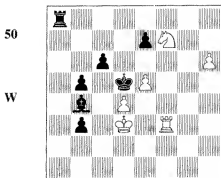
Not **7...Ke8?** **8 Kc5!** (**8 Qh8+?** **Kd7** **9 e6+ Kc7** wins) **Kf8** (**8...d1=Q**

9 Kd6 mates) 9 Kd6 (threat 10 Qh8 mate) Kg8 10 Ke7 d1=Q 11 Q×f7+ Kh8 12 Kf8 and White mates. However, 7...Kd7 8 Q×f7+ Kc8 9 Qf8+ Kc7 10 Qd6+ is a draw by perpetual check.

8 Qh8+                      Ke7  
9 Qf6+



In the above game both sides played accurately, but the next position features an excellent swindle.



*Rodriguez-Larsen, Riga 1979*

As in the previous position, White has a powerful passed pawn on h6. Like many of the positions in this chapter White's mistake lies in advancing the pawn too quickly, instead of taking time out to nullify the opponent's counterplay. Simply 1 Rf1! should win, e.g. 1...b2 2 Kc2 Ra1 3 Rb1 and now Black cannot further delay the advance of the h-pawn.

1 h7?                      Ra1!  
2 h8=Q?

White is blundering at the rate of half a point per move! He could have drawn by 2 Rf2 (2 Kc2 Re1 + 3 Kf2 Rh1 4 h8=Q R×h8 5 N×h8 b2 6 Rb3 Bc3 7 Ng6 Kc4 8 R×b2 B×b2 9 N×e7 B×d4+ may also be a draw, but White has to work a little) Rd1+ 3 Kc3 Re1 + 4 Kd3 (4 Kf3 Rh1 5 h8=Q R×h8 6 N×h8 K×d4 is hard to assess, but Black should have no trouble drawing and may be better) Rd1+, with a draw by repetition.

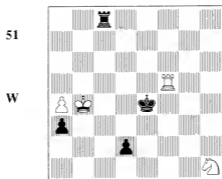
2                      ...b2

Black threatens to start a mating attack by promoting with check and although White is a whole queen up there is nothing he can do about it.

3 Qd8+                    Bd6  
 4 Ke3                     b1=Q  
 5 Nxd6                    Qc1+  
 0-1

as 6 Kf2 (6 Ke2 Ra2+ or 6 Kd3 Ra3+ mate quickly) Qg1+ 7 Ke2 Ra2+ 8 Kd3 Qd1+ mates in two moves.

For some reason the finale of the following study is particularly hard to see. I have shown strong players the position two moves from the end and some have taken a couple of minutes to spot the solution!



*Draw*

*D. Gurgenzidze, 1-3 Pr., Komunisti 1973*

**1 Ng3+**

If 1 Rf1 Rc1 2 Nf2+ (2 Ng3+ Ke5 3 Rf5+ Ke6 wins) Kd4 3 Nd1 a2 wins.

**1                    ...Kd4**

As it turns out, this is not a very good square for the king, but there is no choice, since 1...Ke3 2 Nf1+ Ke4 3 Nxd2+ Kxf5 4 Kxa3 and 1...Kd3 2 Kxa3! Rc3+ 3 Kb2 (3 Kb4? Rc4+ and 4...d1=Q) Rc2+ (3...Rb3+ 4 Ka2) 4 Kb3 are completely drawn.

**2 Rf1**

If 2 Ne2+ Ke3 (2...Kd3? 3 Kxa3 d1=Q 4 Rd5+ Kxe2 5 Rxd1 Kxd1 and now, not 6 a5 Rc4! winning, but 6 Kb4 and White draws) 3 Re5+ (3 Rd5 a2) Kf2 4 Nc3 Rxc3 and Black wins, or 2 Rf7 a2. After 2 Rf1 Black cannot play 2...Rc1, due to the fork at e2.

**2                    ...a2**  
**3 Rd1!**

Black had renewed the threat of ...Rc1 and 3 Ne2+ failed to 3...Ke3 4 Nc3 Rb8+ 5 Kc4 (5 Nb5 Ke2) Rb1 6 Nxb1 (6 Nd5+ Ke2) a1=Q

7 N×d2 Q×a4+ 8 Kc3 Qa5+ picking up the knight, so 3 Rd1 is the only move.

3                   ...Ke5

Since 3...Kd3 4 Nf1 Rc2 5 Kb3 is an easy draw, Black must move his king off the dangerous d-file.

4 Ne2

The only way to stop 4...Rc1, which now loses to 5 N×c1 a1=Q 6 Nd3+.

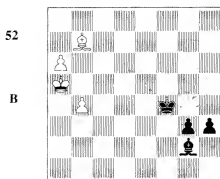
4                   ...Rb8+

Black finds another way to the eighth rank and it looks as though the a-pawn is going through, but there is an exceptional defence.

5 Ka3!	Rb1
6 R×d2!	a1=Q+
7 Ra2	

Trapping the queen! Black has nothing better than 7...Rb3+ with a clear draw.

We continue with a couple of practical examples in which both sides are struggling to promote.



*Klebanov-Kalinichenko, USSR 1970*

Certainly Black has the advantage. His pawns are further advanced and it is his turn to move. Can he win? The answer given in *Informator* is yes, with the aid of the move **1...Bh1!!** (not 1...Bf3? 2 B×f3 and 2...K×f3 3 a7 or 2...g2 3 a7, with at least a draw for White in both cases) **2 b5** (2 B×h1 g2 3 B×g2 h×g2 4 a7 g1=Q 5 a8=Q Qa1+ wins) **g2** and Black is winning, since 3 a7 g1=Q 4 a8=Q loses to 4...Qa1+. The game actually finished **3 b6 g1=Q 4 B×h1 Q×h1 5 b7 Qb1 0-1**, since the pawns are permanently halted. Certainly 1...Bh1 was a delightful move to occur in a game, but analysis shows

that Black had a more effective continuation. First let's see what's wrong with 1...Bh1.

1                   ...Bh1  
2 Kb5!

We saw above that the position of the White king on the a-file is very unsatisfactory and 2 Kb6 allows Black to promote with check, so one is left with this move.

2                   ...g2

White threatened 3 B×h1 g2 4 B×g2 and 5 a7, so Black has no choice.

3 a7                   g1=Q  
4 a8=Q               Qf1+

After 4...Qg5+ 5 Ka4 Black runs out of checks immediately.

5 Kb6!

Not 5 Kc5? Qf2+ and now:

(A) 6 Kc4 Qe2+ 7 Kd4 (7 Kc3/b3 fails to 7...B×b7 8 Qb8+ Kg4 9 Qg8+ Kf3 10 Qf7+ Kg2 11 Qg7+ Kf2 winning, while if 7 Kc5 Qe3+ then 8 Kc4 transposes to the main line of A, 8 Kb5 transposes to B and 8 Kd6 loses to 8...Qb6+) Qe3+ 8 Kc4 B×b7 9 Qb8+ Qe5 or 9 Qf8+ Kg3 10 Qg7+ Kf3 and in both cases White must take the bishop and allow ...Qe4+.

(B) 6 Kb5 Qe2+ 7 Kc5/b6 Qe3+ 8 Kb5 (8 Kc4 B×b7 is A, while 8 Kc7 Qe7+ wins) Qd3+ 9 Kc5 (9 Ka4 Qd7+ or 9 Kb6 Qd4+ transposing) Qc3+ 10 Kb5 Qe5+ 11 Kb6 (11 Kc4 Qc7+) Qd4+ 12 Kb5 (12 Kc7 Qg7+) Qd7+, followed by exchanging twice on b7 winning.

5                   ...Qf2+  
6 Kc7

Again the only move, since 6 Kb5 transposes to the analysis of 5 Kc5?.

6                   ...B×b7

The best moment to make this exchange, for after 6...Qc2+ 7 Kb8 the White queen will have greater freedom on b7.

7 Q×b7

Black wins after 7 Qf8+ Kg3 8 Qg7+ Kh2.

7                   ...Qd4!

After 7...h2 8 Qd5 White's centralised queen gives him good drawing chances. Now, however, White faces a number of problems on account of his poorly placed queen. Black is far from having a forced win.

but in practice he would have good chances. The conclusion is that 1...Bh1 is not very clear. However, Black does have a forced win!

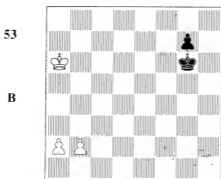
1 ...Ke5!

Black observes that White needs two tempi to advance his b-pawn before he is threatening anything, and calmly brings his king back to aid in the fight against White's pawns. Now there are two lines:

(A) 2 Kb6 (2 Kb5? Bf1+ and 3...Bxa6 loses at once, while 2 Bxg2? hxg2 3 a7 h1=Q and 4...Qa1+ is familiar) Be4! (possible now as Black can promote with check) 3 Kc7 (3 Bxe4 g2 or 3 Kb5 Bd3+ and 4...Bxa6 or 3 a7 Bxb7 4 Kxb7 h2 are all hopeless) g2 4 a7 g1=Q 5 a8=Q Qg7+, followed by exchanging on b7 wins.

(B) 2 b5 (2 Ka4 Kd6 3 b5 Kc7 wins) Kd6 3 Kb6 (3 b6 Bc6! and White cannot promote a pawn, e.g. 4 Ba8 Bxa8 5 b7 Bxb7 6 axb7 Kc7 or 4 Bc8 h2 5 b7 Kc7) Bd5 4 Bxd5 (4 a7 Bxd7 and 5...h2) g2 5 a7 g1=Q+ 6 Kb7 Qg7+ 7 Ka6 (7 Kb6 Qd4+ and 8...Qxd5) Qa1+ 8 Kb7 Kxd5 and wins.

A similar idea works in the next position:



*Emerson-Nunn, London 1969*

1 ...Kf5

White will win if he can exchange queens after both sides promote, so 1...Kf7/h7 loses to 2 b4 g5 3 b5 g4 4 b6 g3 5 b7 g2 6 b8=Q g1=Q 7 Qa7+, while 1...Kf6 allows 7 Qb6+ in this line. Since 1...Kh5/h6 lose the queen to 7 Qh8+, Black's move could easily be found by a process of elimination. The game now continued 2 b4 g5 3 b5 g4 4 b6 g3 5 b7 g2 6 b8=Q g1=Q and ended in a draw, since White cannot exchange queens. But a week later Roger Emerson pointed out to me the missed win. . .

2 Kb5!

A surprising move, since Black can easily head off the White king's



march towards g1 with his own king. But if he does this White will be able to promote with check.

2                      ...g5

If 2...Ke4 3 a4 while 2...Kf4 3 Kc4 will transpose into the main line.

3 Kc4                      Ke4

Or 3...g4 (3...Kf4 4 Kd3 and both 4...g4 and 4...Kf3 5 a4 g4 transpose into the continuation of this note) 4 Kd3 Kf4 5 a4! (5 Ke2? Kg3 6 b4 Kh3! draws) Kf3 (if 5...g3 6 Ke2 and White stops the pawn, while if 5...Kg3 6 a5 K moves 7 a6 White will be able to swap queens after both sides promote) 6 a5 g3 7 a6 g2 8 a7 g1=Q 9 a8=Q+ Kf4 10 Qe4+ and 11 Qe3+ and White wins.

4 a4                      g4  
5 a5                      g3

6 a6 g2 7 a7 g1=Q 8 a8=Q+ Kf4 (8...Ke5/f5 loses at once after 9 Qd5+ and 10 Qd4+) 9 Qf8+ Ke4 (9...Ke5 10 Qc5+) 10 Qe7+ Kf3/f4 11 Qf6+ Ke4 (11...Ke2 12 Qe5+ Kf1/f3 13 Qf5+ Ke2 14 Qe4+, forcing the exchange next move) 12 Qc6+! Kf4 13 Qd6+ Kf3 (13...Ke4 14 Qd5+ loses slightly more quickly) 14 Qd5+ Ke2 15 Qe4+ and once again White exchanges queens and wins.

Both sides promote in the next position, which also features a situation in which two passed pawns outweigh a queen.



*Hort-Keres, Oberhausen 1961*

It is likely that White was expecting to win the pawn on c4 and thereby remove most of his problems, but Black found a surprising combination to maintain the tension in the position and give White, who was in bad time trouble, extra difficulties.

1                      ...Qxc1+!  
2 Rxc1                      b2

**3 Rb1**                    **c3**  
**4 Qe2!**

It is essential to retain the option of threatening d7 and Qe8+ in some positions. After 4 Q×f5 R×a4 5 d7 Ra1 White would have to play the hopeless 6 d8=Q+ to stop the threat of 6...R×b1+ 7 Q×b1 c2.

**4**                            **...R×a4**  
**5 d7**                        **h6?**

One way to stop 6 Qe8+, but not the best. The correct move was the paradoxical 5...Rg8! 6 Be1 (6 Qd1 Ra1 7 R×a1 c2 8 Rb1 c×d1=Q+ 9 R×d1 Rd8, followed by 10...R×d7 wins) Ra1 7 Qd3 Rd8 8 Kf2 R×b1 9 Q×b1 R×d7 with a winning position, e.g. 10 Ke2 Rd8 (threatening ...Rb8 followed by ...c2) 11 B×c3 (11 Bg3 Rd2+ and 12...c2) B×c3 with ...h6 and ...Ra8-a1 coming up.

**6 Qe8+**                    **Kh7**  
**7 d8=Q?**

It is well-known that sealed moves are often mistakes and that is the case here. White had a choice of taking either rook and he chose the wrong one, even though 7 Q×b8 does not offer a clear route to equality. Play might continue 7 Q×b8! c2 (7...Ra1 8 Rf1 c2 9 Q×b2 B×b2 10 d8=Q R×f1+ 11 K×f1 c1=Q+ 12 Ke2, with a very drawish position) 8 Q×b2 B×b2 9 Rf1 Ra8! (deflecting the bishop is important, as 9...Ra1 transposes to the line 7...Ra1) 10 Bb6 (or else 10...Rd8) Ra1 11 d8=Q R×f1+ 12 K×f1 c1=Q+ 13 Kf2 (13 Ke2 Qh1) Bc3 14 g3 (14 Qe7/e8 Qb2+) Qh1 15 Qh4 and White is in an uncomfortable position, with his queen passively placed and an exposed king. Certainly he still has a lot of work to do before he can gain his half-point. After the move played Black has a forced win.

**7**                            **...R×d8!**

Black could have forced a draw by 7...c2 8 Qh8+ Kg6 9 Qhe8+, but the move played is very strong.

**8 Q×a4**                    **Rd2**

Now a curious situation has arisen in which the two pawns are more valuable than the queen. White is handicapped by the vulnerable position of his king on the back rank.

**9 R×b2?**

Capitulation. The critical line is 9 Qb5 c2 10 Qf1 and now:  
 (A) 10...c×b1=Q? 11 Q×b1 Rd6 (10...Rd5 11 Be1 Rc5 12 Bd2 is also no good) 12 Be3 (12 Q×f5+? g6 13 Qc2 Ra6 and the bishop drops back to g7 to stop the checks) Ra6 13 Kf2 (13 Q×f5+ g6 14 Qd7+ Bg7 15 Bd4 b1=Q+ 16 Kf2 Ra2+ 17 Kg3 Qb8+ and 18...Qf8

wins for Black) g6 (13...Ra1 14 Q×f5+ g6 15 Qd7+ and 16 Bd4) 14 Qc2 Bg7 (threatening 15...Ra1) 15 Bc1! and after both 15...Rb6 16 Qb1, followed by moving the king off the second rank, and 15...Ra2 16 Kg3 White succeeds in giving up his bishop for the pawn with a draw.

(B) 10...Rd5! and now:

(B1) 11 Be3 c×b1=Q 12 Q×b1 Ra5 13 Kf2 Kg8! 14 Qc2 (with the Black rook on a6, as in A, White would draw by 14 Q×f5 here) Ra1 15 Qc8+ Kf7 16 Qd7+ Kg6 17 Qc8+ Kh7 and Black wins.

(B2) 11 g4 (11 g3 c×b1=Q 12 Q×b1 and not now 12...Ra5 13 Be1! but 12...g6! 13 Kg2 Bg7 and Black will transfer his rook to a1 before White's bishop can do anything useful) Ra5 12 R×b2 B×b2 13 Be3 Ra1 14 Q×a1 B×a1 15 Bc1 f×g4, followed by 16...Bf6 and 17...Bg5.

<b>9</b>	<b>...c×b2</b>
<b>10 Qb3</b>	<b>Rd8</b>
<b>11 Qc2</b>	

There is no real defence to the threat of ...Ra8-a1, so White tries for perpetual check.

<b>11</b>	<b>...Rb8</b>
<b>12 Qb1</b>	

If 12 Q×f5+ Kh8 13 Qb1 Ra8 and White is doomed by the position of his king.

<b>12</b>	<b>...g6</b>
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White's resources are exhausted. The game finished 13 g4 Ra8 14 Kg2 Ra1 15 Qc2 b1=Q 16 Qc7+ Bg7 17 Bd4 Qf1+ 18 Kg3 f4+ 19 K×f4 Qc1+ 0-1.

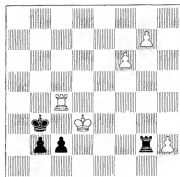
(The above annotations are based on Keres' own excellent notes.)

Finally we come to the subject of underpromotion. It should be emphasised that underpromotion is very rare in over-the-board chess. Naturally I don't count cases where a player moves P=R frivolously when the promoted piece has to be captured whatever it is. Genuine situations in which underpromotion is the best move almost always involve playing P=N+ to gain a tempo, or to fork two pieces. In my own career underpromotion to a knight has occurred twice and in both cases the motive was P=N+ to fork king and queen! I have also seen a situation in which a Q+N battery was aimed at the White king and the obvious P=Q allowed a perpetual check, but P=N attacked the Black queen and won the game. I know of only one case of underpromotion to a bishop in a game, although there are quite a few cases where underpromotion occurred in the notes! As for underpromotion to a rook, I know of no case in which such a move was the only way to win.

The next two positions demonstrate typical situations in which gaining a tempo is the motivation for underpromotion.

55

W



*Teschner-K. Richter, Berlin 1951*

**1 Rc3+**

1 g8=Q R×g8 2 Rc3+ Kb4 3 K×c2 Rg2+ and 1 f7 b1=Q 2 Rc3+ Ka4 are winning for Black, so this move is the only chance.

**1 ...Ka4**

Not 1...Ka2 2 R×c2 nor 1...Kb4 2 f7.

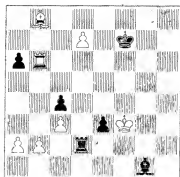
**2 g8=Q c1=N+**

Black avoids 2...R×g8 3 K×c2 with a draw. Now, however, White has nothing better than 3 R×c1 b×c1=N+! 4 Ke4 R×g8 5 Kf5 Nd3 6 f7 Rf8 7 Kf6 Ne5, when Black rounds up the remaining White pawns. So. . .

**0-1**

56

B



*Donnelly-Lewis, Salisbury 1965*

Black cannot win by 1...R×d7, e.g. 2 Rd6 Rb7 3 Rd1 Bf2 4 Bf4 Re7 (4...R×b2 is a clear draw) 5 Ke2 and Black must be careful or he will be worse!

1 ...e2

Threatens to promote and attacks the rook on b6. If White now plays 2 d8=Q with the idea 2...Rxd8 3 Rb7+ and 4 Kxe2 Black replies 2...e1=N+! and 3...Rxd8, thereby picking up a piece. But White has a witty move.

2 d8=N+! Ke7

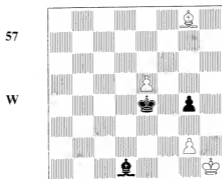
Other moves are no better: 2...Rxd8 3 Rb7+ and White is better or 2...Kg7 (2...Kf8 3 Rf6+ transposes after 3...Ke7 or 3...Kg7) 3 Re6 Rxd8 4 Rxe2 Rxb8 5 Rg2+ drawing.

3 Re6+ Kxd8  
4 Rxe2 Rxe2  
5 Kxe2



With all the pawns on the same side and such limited material White has no real winning chances.

The following study, which has a very natural initial position, nevertheless ends with a surprising underpromotion.



Win

V. Yakimchik, *Shakhmaty v SSSR 1966*

1 e6 g3

Allows the bishop to cover e8 from h5 as well as b5 and serves to help confine the White king. If 1...Ba4 2 Bf7 Bb3 3 Bg6+ and 4 e7 promotes.

2 Bf7

Not the hasty 2 e7 Bh5 3 Bb3 Be8 and the Black king captures the e-pawn.

2 ...Ke3!

2...Bb3 still fails to 3 Bg6+, so it seems that there is no way to prevent 3 e7, but 2...Ke3 sets a cunning trap.

### 3 Be8!!

Why not 3 e7? Because then 3...Kf2! 4 e8=Q (4 Bd5 Ba4 and the White bishop cannot quit the long diagonal to cover the e8 square due to ...Bc6) Bf3 and incredibly White cannot win, as 5 Bd5 Bxg2+! 6 Bxg2 is stalemate. Also White cannot free his king by 3 Kg1 as 3...Bb3 draws, e.g. 4 Bg8 (4 Kf1 Kf4 5 Ke2 Bd5 6 Bg8 Bxg2 or 5 Bg8 Ba4 6 Ke2 Bc6 7 e7 Be8, picking up the e-pawn) Ba4 5 Kf1 (5 Bf7 Bb3 repeats) Kf4 transposing to 4 Kf1 in this note. The move played intends 4 Bc6, stopping Black's swindles and preparing to advance the pawn.

### 3                      ...Kf2

After 3...Bf3 4 Kg1 White continues with 5 e7 and 6 B moves.

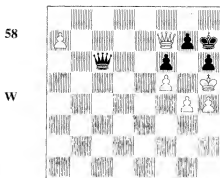
### 4 Bc6

Necessary as 4...Bf3 was a threat. Now it seems to be all over, but Black still has one shot left.

### 4                      ...Be2! 5 e7                      Bf1 6 e8=N!

The only move to win! 6 Be4 Bb5 or 6 e8=Q Bxg2+ or 6 e8=B are all draws, the last because two white-squared bishops are incapable of forcing the exchange of Black's bishop. After 6 e8=N White wins easily by bringing the knight back to e4.

To end this chapter let's look at the position mentioned earlier in which underpromotion to a bishop occurred.



*Reshko-Kaminski, USSR 1972*

Normally White would win easily with an extra outside passed

pawn on the seventh rank, but here he is handicapped by the lamentable position of his king. Black has threats of mating on e8 or by ...g6 which severely restrict the activity of the White queen.

### 1 Qe7

If 1 Qf8 (1 Qg6+?? Kg8 even leads to a win for Black!) Qe4 and the threat of 2...g6+ forces 2 Qf7.

### 1 ...Qd5?

Black had very good drawing chances with 1...Qa8!, e.g. 2 Qe3 (2 Qd7 Qe4 and again White can only repeat moves by Qf7, being almost in a state of zugzwang) Qb7 (2...Qc8 is answered by 3 Qe4! winning after 3...Qc7/d7 4 g5, for example, rather than by 3 g5? Qxf5, when Black wins) 3 g5 h×g5 4 h×g5 Qh1+ 5 Kg4 Qg2+ 6 Kf4 (6 Qg3 Qe4+ is perpetual check) Q×g5+ 7 Ke4 Qg4+ 8 Kd3 Qd1+ (of course not 8...Q×f5+ 9 Qe4) and Black should have little trouble holding the game.

### 2 Qe8!

The square Black should have kept covered. From e8 the queen stops all the mates and ensures the promotion of the pawn.

### 2 ...Qb7

### 3 a8=B!

The unique winning move. If 3 a8=Q/R Qf7+ forces stalemate, while if 3 a8=N Qa7! (the only move to keep the knight imprisoned) 4 g5 (4 Qf8 Qb7 forces 5 Qe8) h×g5 5 h×g5 f×g5 6 Qe4 (6 K×g5 Qg1+ is an immediate draw, as White cannot move on to the e-file) Qf7+ 7 K×g5 (7 Kg4 g6 8 Qh1+ Kg8) Qf6+ 8 Kh5 (8 Kg4 g6 9 Qb7+ Kh6 10 Qh1+ Kg7 11 Qb7+ is also a draw) Qf7+ with perpetual check.

### 3 ...Qb3

To prevent Bd5 for as long as possible.

### 4 Qd7 Qg8

Or 4...Qc2 5 Bd5 followed by Bf7 and Bg6+.

### 5 Bd5

1-0

## 4 Positional draw

By a positional draw I mean a position in which although one side has enough extra material to win the game under normal circumstances and is not under direct attack, some special feature of the position prevents him from exploiting his material advantage. Quite often this 'special feature' takes the form of a blockade.



*Kobaidze-Cereteli, USSR 1969*

Black's knight is in serious trouble, since after 1...Na8 2 Bd7 and 3 Bc6 there is no escape. But Black proves that he doesn't need the knight!

1                   ...Ke8!

1...Na8 doesn't lose since Black can give up the knight later if necessary, but Black decides to clear up the position at once.

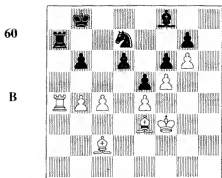
2 Bxb6           Ke7



Black simply moves his bishop up and down the b4-e1 diagonal and White can make absolutely no headway. Black's queenside pawns form a box from which the bishop on b6 can never escape.

When the position is closed there is often the possibility for a sacrifice to seal the last gaps, as in the next position.





*Paulic-Vasovic, Yugoslavia 1976*

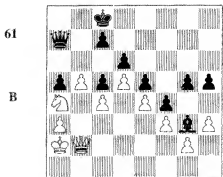
1 ...Nc5!

Black must play this soon or his position will deteriorate past repair, e.g. 1...Kb7 (if 1...R×a4 2 B×a4 Black must play 2...Nc5! or he loses the b-pawn) 2 R×a7+ K×a7 3 Ba4 Nb8? (3...Nc5! draws) 4 Be8 followed by a king march to b5 winning the b-pawn.

2 R×a7            K×a7  
3 b×c5            d×c5



Black's drawing plan is to put his king on c7 and pass with his bishop between d6 and e7. If at any point White plays Bh6, the move ...Bf8 force White to retreat.



*A. Petrosian-Hazai, Belgium 1970*

Black's position is very bad. White has the straightforward plan of an assault on the weak a-pawn by Qd2, Kb3, Nc3, Ka4 and Na2-c1-b3 and Q×a5, when White should have little trouble winning. Black has no real counter-chances, so he plays a remarkably cheeky move.

1 ...Qb6!?

This move has no function apart from offering White the chance to take the queen. White should just play Qd2, Kb3 and so on, but the sight of a whole queen en prise must have gone to his head . . .

2 Nxb6+? cxb6  
3 h4

The only chance, for otherwise Black seals the whole board by ...h4.

3 ...g×h4  
4 Qd2

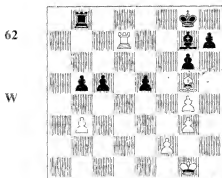
Or indeed any other move—the reply is the same.

4 ...h3!

Whether White takes the pawn or allows ...h2 the result is the same—a complete blockade.

5 g×h3 h4

A rather more unusual type of positional draw occurs when the side down on material manages to set up a bind which prevents any of the opposing pieces becoming active. The following example explains better than words.



*Keres-Najdorf, Zurich 1953*

White is a pawn down, but his active pieces give him some drawing chances.

1 Rc7?

Not only wasting a tempo, but also blocking the passed c-pawn White will obtain after Black's queenside breakthrough by ...c4 bxc4 b4. After 1 Kf1 c4 2 bxc4 b4 (2...bxc4 3 Rc7) 3 Bc1 b3 4 Rd2 and 5 Bb2

White would have good drawing chances, while 3...Rc8 4 Rb7 Rxc4 5 Bd2 Bf8 6 g5 in this line leaves Black paralysed.

<b>1</b>	<b>...c4</b>
<b>2 bxc4</b>	<b>b4</b>
<b>3 Bc1</b>	<b>e4</b>

Or else 4 Bb2 effectively blockades the b- and e-pawns.

<b>4 c5</b>	<b>b3</b>
<b>5 c6</b>	<b>b2</b>
<b>6 Bxb2</b>	<b>Rxb2?</b>

This move throws away the win, which Black could have assured by 6...Bxb2 7 Rd7 Rc8 8 c7 Bf6 9 Kf1 (White has nothing better) Kf8 10 Ke2 (or 10 Rxb7 Bg7, winning the c-pawn) Be7 followed by 11...Ke8 and again the c-pawn disappears.

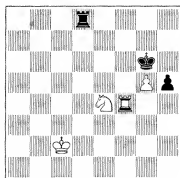
**7 Rd7**



A surprising decision at first sight, but the only way to stop the pawn is by 7...Rc2 8 c7 (intending Rd8+) Bf8, when White marks time with his king by 9 Kf1. Black cannot move his king or bishop, his rook can only travel up and down the c-file and advancing pawns can achieve nothing without the help of the other pieces, so that despite Black's considerable material plus he is unable to do more than draw.

63

B



*Ribli-Oszvath, Hungary 1971*

This endgame shows an imaginative application of the positional draw idea. White is a clear piece up and is all set to start driving Black back by Rf6+, but it is Black's move first!

<b>1</b>	<b>...h4!</b>
<b>2 Rxb4</b>	

Or 2 Rf6+ Kh5 3 Rh6+ (3 g6 Rg8 wins the pawn at once) Kg4 4 g6

Kf5 5 g7 (5 Nd6+ Kf6! 6 Nf7 Rc8+ and 7...Kg7 ties White up completely and Black can just advance the h-pawn) Rg8 6 Nd6+ Kg5 7 Nf7+ Kf5 with a draw by repetition.

2                   ...Kf5!

Now White can only move his king. Black's rook can oscillate up and down the d-file, but must steer clear of certain squares (e.g. d5, because of Ng3+); however d1, d3, d7 and d8 are safe, so Black cannot be forced into zugzwang.

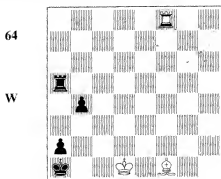
3 Kc3	Rd1
4 Kc4	Rd8
5 Kc5	Rd3
6 Kc6	Rd1
7 Kc7	Rd3
8 Rh1	

The last winning try. White threatens 9 Rf1+ and if 8...K×e4? then 9 Rg1 is decisive.

8                   ...Re3!  
 $\frac{1}{2}-\frac{1}{2}$

since 9 Rh4 repeats, while 9 Rg1 R×e4 10 g6 Re7+ and 11...Rg7 draws.

We end this chapter with a study having a natural starting position, but an extraordinary finish!



Draw

G. Nadareishvili, Georgia-50, 1970

White has only a limited choice for his first move, since he must prevent ...b3.

1 Bc4

Not 1 Kc2? (or 1 Rb8? Kb2 2 R×b4+ Ka3 and queens) Rc5+ 2 Kb3

Rc3+ 3 Kxb4 Kb2 4 Ra8 Rb3+ 5 Kc4 Ra3 6 Rb8+ Kc1 and Black wins.

**1**                      **...Rc5**

White draws after 1...Kb1 2 Rb8! Ra4 3 Bxa2+ Kxa2 4 Kc2 Ka3 5 Kb1, or 1...Kb2 2 Rf2+ Kb1 3 Bd3+ Ka1 4 Kc2, when Black would have to resort to 4...b3+ 5 Kxb3 Ra3+! to avoid losing! After 1...Rc5 White must move his bishop down the long diagonal, since 2 Bxa2? Kxa2 and 2 Rf4? Rxc4! 3 Rxc4 b3 4 Rc1+ Kb2 are winning for Black. But to which square? Certainly not 2 Bf7 as then 2...Kb2 wins, but there appears to be little to choose between e6 and g8.

**2 Bg8!!**

The point is only revealed much later. As 2...Kb2 fails to 3 Rf2+ there is only one real choice for Black.

**2**                      **...Kb1**  
**3 Rb8!**

White avoids 3 Rf4? b3 4 Bxb3 a1=Q or 3 Bh7+ Kb2 4 Rf2+ Ka3, winning for Black.

**3**                      **...Rc1+**  
**4 Kd2**                **Rc2+**  
**5 Kd1**                **a1=Q**  
**6 Rxb4+**            **Rb2**

This looks winning for Black as 7 Bh7+ Ka2 is check, but there is a surprising resource which just saves the day.

**7 Rc4!**

Black cannot win. White threatens 8 Rc1 mate and after 7...Rd2+ (7...Ka2+ 8 Rc1+ and 7...Rc2 8 Rb4+ Rb2 9 Rc4 are clear draws, but in the second line White must avoid 8 Rxc2 Qd4+ 9 Rd2 Qg1+, when Black wins) 8 Kxd2 Qa5+ 9 Ke2! Qh5+ 10 Kf2 Black cannot pick up the bishop with a fork. However, if White had played 2 Be6? instead of 2 Bg8! Black could win at this point by 7...Rb6! 8 Rc1+ Ka2 9 Rxa1 Rd6+, followed by 10...Rxe6+ and 11...Kxa1.

## 5 Breakthrough

Although the idea of a sacrificial breakthrough crops up more frequently in the middlegame than in the endgame, the strength of passed pawns in the endgame can provide sufficient motivation for a sacrifice. In king and pawn endings, for example, a passed pawn suddenly created on the other side of the board will often be impossible to stop. Everybody knows that with pawns on a5, b5 and c5 against pawns on a7, b7 and c7 White can force a passed pawn with 1 b6!, but combinations of this type can still catch people out, as the next position proves.



*Weinstein-Rohde, Lone Pine 1977*

White has an outside passed pawn coming soon on the queenside, so he is sure to win unless Black can achieve something quickly on the other side of the board.

1 ...h4??

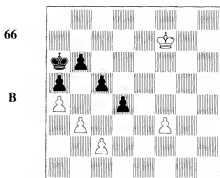
Missing his chance. 1...f4! would have won, e.g. 2 g×f4 (or 2 a5 b×a5 3 b×a5 h4 and Black can stop White's pawn while White cannot prevent ...f3, followed by the promotion of the h-pawn) g×f4 3 Kd4 e3! 4 f×e3 (if 4 Kd3 f3! 5 g×f3 h4 and Black wins) f3! 5 g×f3 h4 and the pawn cannot be stopped as f3 is blocked by White's own pawn.

2 g×h4 g×h4  
3 Kd4

White has prevented the breakthrough and won after 3...Ke6 4 a5

**b×a5 5 b×a5 Kd6 6 a6 Kc6 7 Ke5 Kb6 8 K×f5 K×a6 9 K×e4 1-0.**

The following ending is more complex. Grigoriev was one of the world's greatest experts on king and pawn endings (see the position in the Introduction, for example), but even he misanalysed this position in his book *Finali di Scacchi* (U. Mursia & Co., 1965).



*Zubarev-Grigoriev, USSR Ch. 1925*

**1                    ...b5**

Clearly best. Black must make his own passed pawn as quickly as possible.

**2 a×b5+            Kb6**

Black must avoid losing a tempo to the check after ...a4 b×a4, for example 2...K×b5? 3 Ke6 c4 (3...a4 4 b×a4+ and after 4...K×a4 5 Kd5 or 4...Kb4 5 Kd5 the Black pawns are halted) 4 b×c4+ K×c4 5 f4 a4 6 f5 a3 7 f6 a2 8 f7 a1=Q 9 f8=Q and White draws comfortably (9...Qe1+ 10 Kd7). However Grigoriev did not take his idea of avoiding a pawn check to its logical conclusion. Had he played 2...Kb7!! then the win would have presented far fewer difficulties, e.g 3 Ke7 a4 4 b×a4 c4 5 f4 (after 5 a5 White's f-pawn doesn't reach the 7th rank) d3 6 c×d3 c×d3 7 f5 d2 8 f6 d1=Q 9 f7 Qe2+ etc., forcing the king to f8 and then playing ...Kc7. Compared with the note to Black's 5th move White's pawns are too far back to sacrifice themselves.

**3 Ke7**

In the game White adopted the inferior defence **3 Ke6**, when the finish was 3...a4 (3...c4? 4 b×c4 a4 5 Kd6 a3 6 c5+ K×b5 7 c6 a2 8 c7 a1=Q 9 c8=Q Qa3+ and 10...Q×f3 is only a draw) 4 b×a4 c4 5 f4 d3 6 c×d3 c×d3 7 f5 (giving up the queenside pawns with a5+ makes no difference) d2 8 f6 d1=Q 9 f7 (9 Ke7 Qe2+ 10 Kd7 Qf3 11 Ke7 Qe4+ 12 Kd7 Qf5+ 13 Kc7 Qe5+ 14 Kf7 Kc7 and wins) Qd8 10 Kf5 Qd6 0-1.

3	...a4
4 b×a4	c4
5 f4	d3

Now Grigoriev gave the line 6 c×d3 c×d3 7 f5 d2 8 f6 d1=Q 9 f7 Qe2+ 10 Kd7 Qf3 11 Ke7 Qe4+ 12 Kd7 Qf5+ 13 Ke7 Qe5+ 14 Kd7 Qf6 15 a5+ (or 15 Ke8 Qe6+ 16 Kf8 Kc7 17 b6+ K×b6 18 a5+ Kc6 transposing to the main line) K×b5 16 Ke8 Qe6+ 17 Kf8 Kc6 18 a6 Kd7 19 a7 Qd5 20 Kg7 Qg2+ 21 Kf8 Qa8+ 22 Kg7 Ke7 and Black wins. However, there is a substantial improvement for White in 6...c×d3 7 a5+! (trying to get rid of the queenside pawns as early as possible) and now:

(A) 7...Kc5 (7...K×a5 8 f5 d2 9 f6 d1=Q 10 f7 leads to a draw because although Black can force the king to f8, his only reasonable king moves are to b5 and b6, both of which allow White to set up his usual stalemate; note that 8 b6? K×b6 9 f6 d1=Q 10 f7 Qe2+ 11 Kf8 Qg2 12 Ke7 Qg7 13 Ke8 Kc7 wins for Black) 8 b6 Kc6 9 a6! d2 (9...K×b6 10 a7 draws) 10 a7 Kb7 11 f5 d1=Q 12 f6 Qe1+ (12...Qe2+ 13 Kf8) 13 Kf8 Qb4+ 14 Ke8 Qb5+ 15 Kf8 Qc5+ 16 Ke8 Qe5+ 17 Kf7 and Black can make no progress as he can never capture the pawn on b6.

(B) 7...Kc7 8 b6+ Kb8 (if the king moves elsewhere White plays a6 transposing to A) 9 a6 d2 10 a7+ and 11 f5 d1=Q 12 f6 transposing to A again.

(C) 7...Ka7! 8 b6+ Ka6 9 b7 Ka7! (if 9...K×b7 10 a6+ Ka8 11 f5 d2 12 f6 d1=Q 13 f7 and the Black king is too far away for him to win) 10 f5 d2 11 f6 d1=Q 12 f7 Qe2+ 13 Kd7 Qf3 14 Ke7 Qe4+ 15 Kd7 Qf5+ 16 Ke7 Qe5+ 17 Kd7 Qf6 18 Ke8 Qe6+ 19 Kf8 K×b7 20 a6+ Kc7 21 a7 and the Black king is one square too far away for Black to win.

So 6 c×d3 c×d3 is a draw, but Black can win!

6 c×d3	c3!
--------	-----

Now White is left with a d-pawn even if he gives away the a- and b-pawns.

7 f5	c2
8 f6	c1=Q
9 f7	Qc5+

and Black wins after 10 Ke8 Qe5+ 11 Kd7 Qf6 12 Ke8 Qe6+ 13 Kf8 Kc5 14 b6 (or else ...Kd6) K×b6 15 a5+ (otherwise 15...Kc7-d7 wins) Kc7 16 a6 Kd7 17 a7 Qh3! 18 Kg8 Qg2+ 19 Kf8 Qa8+ and 20...Kc7.



67

B



*Bonner-Medina, Haifa Olympiad 1976*

Knights are especially clumsy when they are matched against a passed rook's pawn and this factor allows Black to bring the game to a sudden conclusion.

1                   ...Nc3!  
2 bxc3

White's knight is trapped and 2 Nxc3 dxc3 3 bxc3 a4 also promotes a pawn.

2                   ...a4  
3 cxd4           cxd4  
4 c3              a3  
0-1

68

W



*Alburt-Lerner, USSR 1978*

It is not immediately clear who has the advantage in this position. White's passed pawn is further advanced but is blockaded for a few moves at least and Black's king, moreover, is well placed to support

his own passed pawn. In view of this one might assess the position as good for Black, but White has a very surprising combination available.

**1 N×c5!!**

It seems incredible that this can be sound but Black seems to have no defence.

<b>1</b>	<b>...b×c5</b>
<b>2 b4</b>	<b>a×b4</b>

After 2...Nd7 (2...c×b4 3 c5 b3+ 4 K×b3 Ne4 5 Kc4 and 2...e4 3 b×c5 Kf2 4 c6 e3 5 d7 e2 6 d8=Q e1=Q 7 Q×f6+ are both winning for White) 3 b×a5 Kf2 4 a6 e4 5 a7 e3 6 a8=Q e2 7 Qe4 e1=Q 8 Q×e1+ K×e1 9 a5 Nb8 10 Kc3 (not 10 a6 N×a6 11 d7 Nb4+ and 12...Nc6), Black cannot prevent 11 a6, forcing a pawn through.

<b>3 a5</b>	<b>e4</b>
<b>4 a6</b>	<b>Kf2</b>
<b>5 a7</b>	<b>e3</b>
<b>6 a8=Q</b>	<b>e2</b>
<b>7 Qf8</b>	<b>e1=Q</b>
<b>8 Q×f6+</b>	<b>Kg3</b>
<b>9 Qg5+</b>	<b>Kh3</b>

9...Kf3 10 Qd5+ Kg3 11 Qd3+ Kh4 (Black's moves are forced in order to avoid the exchange of queens) 12 d7 Qf2+ 13 Kb3 and wins.

<b>10 Qd2!</b>	<b>Qa1</b>
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White can safely advance his pawn now, but 10...b3+ (10...Qe4+ 11 Qd3+) 11 Kc3 Qa1+ (11...Qe5+ 12 K×b3 is worse) 12 K×b3 Qb1+ 13 Ka4, advancing the king, also wins for White.

<b>11 d7</b>	<b>Qa4+</b>
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11...Qa2+ 12 Kd1 Qb3+ 13 Ke2 transposes to the game.

<b>12 Kb1</b>	<b>Qb3+</b>
<b>13 Kc1</b>	<b>Qa3+</b>
<b>14 Kd1</b>	<b>Qb3+</b>

14...Qa1+ 15 Ke2 and 14...Qf3+ 15 Kc2 b3+ 16 Kb2 bring the checks to a conclusion.

<b>15 Ke2</b>	<b>Kg4!</b>
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An excellent final trick—White has no checks and 16 d8=Q? Qf3+ 17 Ke1 Qh1+ 18 Kf2 Qh2+ 19 Ke3 Qf4+ 20 Kd3 Qf5+ is perpetual check.

**16 Qd1!**

A standard idea in queen endings. White forms a battery with his

king and queen so that any check from Black may be answered by a discovered check from the battery.

16                   ...Q×c4+  
 17 Ke3+  
 1-0

When one player has a positional advantage, the deciding factor may be whether or not he can penetrate with his king. If the position is blocked the defender may be able to set up a barricade to prevent this, but frequently the attacker can demolish the blockade with a well-timed pawn sacrifice. Here is an unusual example.



Karpov-Kasparov (9), match 1984.

1 B×f5                   B×f5  
 2 Ne3

Black suffers from a bad bishop and weak queenside pawns. White would like to fix Black's weaknesses with b4, liquidate all the pawns on the kingside and bring his king up, winning easily, but it is not so easy to execute this plan.

2                   ...Bd1

Opinions have differed on this move. Timman considered it the decisive error, but I believe that it is no worse than any other move. Here are the alternatives:

1) 2...Be6. Now Timman gave 3 h×g5 f×g5 4 f4 g×f4 (4...g4 is consistent with the idea of keeping the position blocked, but by 5 f5 Bd7 6 Ng2 B×f5 7 Nf4 and N×h5 White can easily bring his king to f4) 5 g×f4 Ke7 6 f5 Bf7 7 Kg3 Kf6 8 Kf4 and now White must manoeuvre with his knight: 8...Bg8 9 h3 (a waiting move) Bf7 10 Nc2 with a branch:  
 1a) 10...a5 11 b4 and according to Timman White's knight comes to c3 with decisive effect.

1b) 10...Bg8 11 Nb4 Bf7 (11...h4 is met by 12 Nc2) 12 Nxa6 h4 13 Nc7 h3 14 Kg3 Kxf5 15 Nxb5 (15 a4 bxa4 16 bxa4 Bh5 is not so clear) with a winning position.

2) 2...Bg6 3 h×g5 f×g5 4 f4 Be4 (after 4...g×f4 5 g×f4 we reach positions similar to those in line 1) 5 f×g5 Ke6 (not 5...Ke7 6 g4 h4 7 Nf5+) 6 Nf1 Kf5 7 Nd2 K×g5 8 N×e4+ d×e4 9 Ke3 Kf5 with a drawn king and pawn ending.

However this analysis is not very convincing. Firstly, White can win in line 2 by 6 g4! h4 (6...h×g4 7 Kg3 followed by Kf4 wins) 7 Ng2 and Black is finished. Thus Black's best after 2...Bg6 is to play 4...g×f4 and transpose to line 1. The reason is that I don't see how White wins at the end of line 1a, for example 11...a×b4 12 a×b4 Be8 13 Nc3 Bf7 14 Nd1 Be8 (14...Bg8? 15 Nc3 h4 16 Nxb5 h3 17 Kg3 Kxf5 18 Nc7 wins) 15 Nc3 Bc6 and White cannot lose a tempo to put Black in zugzwang, or 12 Nxb4 Bg8 (12...h4 13 Nc2 h3 14 Ne3) 13 Nc2 Bf7 14 Nc3 Bg8 15 Nd1 Bh7! and Black draws.

So how should White play after 2...Be6 or 2...Bg6? The best idea is to abandon the plan of h×g5 and f4, and adopt a different plan based on g4, aiming for as many pawn exchanges as possible. Thus 2...Be6? 3 b4 Bd7 4 g4! h×g4 5 h5 (not 5 h×g5 f×g5 6 N×g4 B×g4 draw) Be8 6 h6 Bg6 7 N×g4 Ke6 8 Kg3 followed by f4 wins. It follows that 2...Bg6 is a better defence, so as to meet 3 b4 by 3...Ke6, when 4 g4 h×g4 5 h×g5 g×f3 is unclear. White might try 3 g4, but even here the win is uncertain.

**3 b4**

**g×h4?**

It seems that Black is close to success, since after 4 g×h4 Black can keep his bishop on the b1–h7 diagonal and White's king cannot get further than f4. It appears likely that Black had missed the stunning reply, 3...Ke6! was the best defence, when 4 g4 h×g4 5 h×g5 g×f3 (not 5...f×g5 6 N×g4 Bf5 7 Kg3 Kd6 8 f4 g×f4 9 K×f4 Bb1 10 Kg5 Ke6 11 Ne5 and White either reaches f6 with his king or takes the a–pawn by Nc6–b8, with a win in either case) 6 K×f3 (6 g×f6 Be4) f×g5 6 Kg4 Kf6 7 N×d5+ Kg6 offers every chance of a draw.

**4 Ng2!**

A remarkable move, easy to miss even in adjournment analysis. One is used to active pawn sacrifices to penetrate with the king, but a passive sacrifice is very unusual. White keeps h4 for his king by the simple expedient of not recapturing on that square!

**4**

**...h×g3+**

After 4...h3 5 Nf4 White takes on h5, then comes back for the other pawn by Nf4 and Kg1–h2.

**5 K×g3**

**Ke6**

Black decides to jettison his h-pawn immediately since 5...Bg6 6 Nf4 Bf7 7 Kh4 would have won it in any case.

<b>6 Nf4+</b>	<b>Kf5</b>
<b>7 N×h5</b>	<b>Ke6</b>

The threat was 8 Nf4 Ba2 9 Nd3 and 10 Nc5 winning the a-pawn, so Black's king has to retreat.

<b>8 Nf4+</b>	<b>Kd6</b>
<b>9 Kg4</b>	<b>Bc2</b>
<b>10 Kh5</b>	<b>Bd1</b>

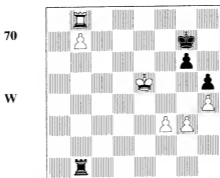
Black attempts to activate his pieces by offering a pawn; passive defence would be met by Kh6-g7.

<b>11 Kg6</b>	<b>Ke7</b>
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Or 11...B×f3 12 K×f6 followed by Ng6-c7-f5+, Ke5 and a knight transfer to c5.

<b>12 N×d5+</b>	<b>Ke6</b>
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and White won after **13 Nc7+ Kd7** (or 13...Kd6 14 Ne8+ Kd5 15 f4 with a tremendous passed f-pawn to come) **14 N×a6 B×f3 15 K×f6 Kd6 16 Kf5 Kd5 17 Kf4 Bhl 18 Ke3 Kc4 19 Nc5 Bc6 20 Nd3 Bg2 21 Ne5+ Kc3** (21...Kb3 loses to 22 Kd3 Bf1+ 23 Kd2 Bg2 24 Ng4 followed by Ne3 and d5, since if Black ever takes on a3 White plays Kc3 and wins the bishop for the d-pawn) **22 Ng6 Kc4 23 Ne7 Bb7 24 Nf5 Bg2 25 Nd6+ Kb3 26 N×b5 Ka4 27 Nd6 1-0.**



*Stean-Sosonko, Hastings 1975/6*

White is two pawns up but the terrible position of his rook, which is completely immobilised, renders the win highly problematical. If the White king ventures on to the sixth rank (threatening to move the rook) Black checks on the eighth rank, and as soon as the king returns to the fifth rank Black plays the rook back to b1. On the

other hand Black's movements are restricted, since his king has to remain on either h7 or g7 or White will promote his pawn. White's only winning attempt is to create a passed pawn on the kingside. Which file should it be on? A passed g- or h-pawn is quite useless since when it advances to the sixth rank Black just puts his king in front of it and laughs at White. But the advance of a passed f-pawn really does win for White, since if Black replies to f6+ with ...Kf7 White wins by Rh8, while other moves just allow the f-pawn to promote. With the given pawn structure it is not so easy to make a passed f-pawn. The only way is to play f4, then g4 (intending g×h5) and after ...h×g4 reply with h5. The obvious problem with this plan is that Black obtains two passed pawns himself, so play becomes very tactical. White would like to have his king on the kingside when he plays this breakthrough, to stop Black's pawns, but by checking Black can force the king over to the c-file.

<b>1 f4</b>	<b>Re1+</b>
<b>2 Kd5</b>	<b>Rb1</b>
<b>3 Kd4</b>	<b>Rb2</b>
<b>4 Kd3</b>	<b>Rb3+</b>
<b>5 Kc2</b>	

There is no point in hiding the king on h3 since the reply ...Rb3 prevents g4. White's king has now driven the Black rook away and can come across to block the passed g-pawn Black obtains after g4.

<b>5</b>	<b>...Rb6</b>
<b>6 g4</b>	<b>h×g4</b>
<b>7 Kd2</b>	

White must not play h5 until his king is blocking the advance of Black's kingside pawns.

<b>7</b>	<b>...g3</b>
<b>8 Ke2</b>	<b>Rb2+</b>
<b>9 Kf1</b>	<b>Kh7</b>

It is interesting to compare this position with the Zepler study in Chapter 7. Moving the rook up the b-file allows White to improve the position of his king by Kg2, while 9...g2+ loses to 10 Kg1 Kh7 11 Kh2! Kg7 12 h5 g×h5 13 f5 h4 14 f6+ Kf7 15 Rh8.

<b>10 Kg1</b>	<b>Kg7</b>
<b>11 h5</b>	<b>g×h5</b>
<b>12 f5</b>	<b>h4</b>
<b>13 f6+</b>	<b>Kf7!</b>

Not 13...Kh7? 14 f7 Rb1+ (14...h3 15 Rh8+! Kg6 16 b8=Q covers b1 and wins) 15 Kg2 Rb2+ 16 Kh3 (White cannot go to the f-file owing to ...Rf2+-×f7) Rh2+ 17 Kg4 g2 18 Kh5! g1=Q 19 Rh8+! K×h8 20 f8=Q+ Kh7 21 Qf7+ Qg7 22 Qf5+ and White mates.

<b>14 Rh8</b>	<b>Rb1+</b>
<b>15 Kg2</b>	<b>Rb2+</b>
<b>16 Kh3</b>	

White must avoid 16 Kf3? g2 or 16 Kf1 Rb1+ 17 Ke2? g2.

<b>16</b>	<b>...Rh2+</b>
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After 16...g2? 17 Kh2 White wins at once.

<b>17 Kg4</b>	<b>g2</b>
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An interesting moment. Black would even win after 18 b8=Q g1=Q+ 19 Kh5 Qd1+, but 18 Rf8+ is an interesting line. After 18 Rf8+ Kg6 (18...Ke6? 19 b8=Q g1=Q+ 20 Kh5 Qc5+ 21 Kh6 Qe3+ 22 Kh7 Qe4+ 23 Kh8 and White must win) 19 Rg8+ Kxf6 (19.. Kh6/h7 20 Kf5 g1=Q 21 R×g1 Rb2 22 f7 and 19...Kf7 20 b8=Q! g1=Q+ 21 Kh5 Q×g8 22 Qb3+ Kf8 23 Qb4+ and 24 Qe7 mate are White wins, while 21...Qd1/c5+ in the latter line is similar to 18... Ke6? above) 20 b8=Q g1=Q+ 21 Kh5 Qc5+ 22 Kh6 Qe3+ 23 Kh7 Qe4+ 24 Kh8 Black has no checks, but 24...Qd4 25 Rd8 Qb2 is even slightly better for Black.

**18 Kf5**

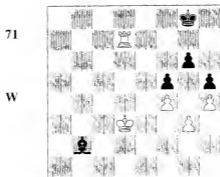
Black just manages to avoid defeat after this move also.

<b>18</b>	<b>...g1=Q</b>
<b>19 Rh7+</b>	<b>Kg8</b>
<b>20 Rg7+</b>	<b>Q×g7</b>
<b>21 b8=Q+</b>	<b>Qf8</b>
<b>22 Q×h2</b>	<b>Qc8+</b>

Black avoids the trap 22...Qc5+ 23 Kg6 when he has no checks and must lose.

$\frac{1}{2}-\frac{1}{2}$

It is perpetual check after 23 Kg5 Qc1+. Michael Stean showed me the above line during the adjournment, which came just before the diagram, but Sosonko only realised that 13...Kh7? lost when they were back over the board!



*Radev-Pribyl, Tbilisi 1971*

This may not look particularly tactical but just wait and see what happens! It is noteworthy that the same position could have arisen in the game Holmov-Tsheshkovsky, USSR Ch. Semi-Final 1973 and in *Shakmatny Bulletin* considerable analysis was devoted to proving a win in the diagram. Although Holmov's analysis clears up some lines, Radev deserves the credit for being the first to find the basic idea.

**1 Kc4                      Kf8**

White first improves the position of his king while Black, of course, can only sit and wait.

**2 Kd5                      Kg8**  
**3 Ke6                      Bc3**

At first sight it seems impossible for White to make progress. Black has plenty of squares on the long diagonal for his bishop, so there is no danger of his ending up in zugzwang, while if White checks Black can move his king between g7 and g8.

**4 Rd3!**

A mysterious rook move!

**4                              ...Bb2**  
**5 g4!                        h×g4**

The most resilient defence is 5...f×g4 6 f5 g×f5 7 K×f5 Kf7 (White intended 8 Kg6) 8 Rd7+ and now:

(A) 8...Ke8 9 Rh7 g3 10 R×h5 Bc1 (setting the excellent trap 11 Rh7? Bg5! and Black draws) 11 Kf6 Kd7 (11...g2 12 Rh8+ and 13 Rg8 wins easily, as does 11...Bb2+ 12 Ke6) 12 Rd5+ Ke8 (12...Kc6 13 Rd8 and 14 Rg8) 13 Re5+ Kd7 (13...Kf8 14 Rc5 Bb2+ 15 Kg6 wins) 14 Re4 and 15 Rg4 winning.



(B) 8...Kf8 9 Rh7 (White must avoid the trap 9 Kg6 g3 10 Rd5 Bc1 11 Rd3 Bf4 12 Rf3 g2 13 R×f4+ Kg8, when White must take the draw by 14 K×h5; note that 12 Rd1 is no better, because of 12...Be3) g3 11 R×h5 Bc1 (11...Kf7 12 Rg5 Bf6 13 Rg4 followed by h5) 12 Kf6 and now:

(B1) 11...Bb2+ 12 Kg6 Bc1 13 Rh8+ Ke7 14 Rg8 (intending Kf5) Ke6 15 Re8+ Kd5 16 Re2 Kd4 17 h5 Kd3 (17...Be3 18 h6 Bf2 19 h7 promotes with check) 18 Rg2 Bf4 19 h6 Ke3 20 h7 Be5 21 R×g3+ wins.

(B2) 11...Kg8 12 Rc5 Be3 (12...Bb2+ 13 Kg6) 13 Rc7! Bd4+ 14 Kg6 Kf8 15 Rc2 Bf2 (15...Ke7 16 Re2+ Kd6 17 Rg2 Bf2 18 h5 wins) 16 Re2!, forcing the bishop to move after which h5 wins.

**6 h5**

**Kg7**

Or 6...g×h5 7 K×f5 Kg7 (7...Bc1 8 Kg6 Kf8 9 f5 wins easily) 8 Rd7+ Kh6 (8...Kg8 9 Kg6 or 8...Kf8 9 Rh7) 9 Rd6+ Kh7 (9...Kg7 10 Rg6+ Kh7 11 Kg5 Bc1 12 Rh6+ Kg7 13 R×h5 g3 14 Rh3 wins the pawn) 10 Kg5 Bc1 11 Rd7+ Kg8 12 Kg6 Kf8 13 f5 g3 14 f6 and White promotes.

**7 h×g6**

**K×g6**

**8 Rd5**

**Bc1**

If 8...Kh5 9 K×f5 Kh4 (9...g3 10 Rd1 wins the g-pawn) 10 Rd6! Bc1 (or 10...Kh3 11 Rh6+ and 12 Rg6) 11 Rg6 wins.

**9 R×f5**

**B×f4**

Desperation, as 9...Kh6 10 Ke5 followed by Rg5 is quite hopeless.

**10 R×f4**

**Kg5**

**11 Ke5**

**g3**

**12 Ke4**

**g2**

**13 Rf8**

**Kh4**

**14 Rg8**

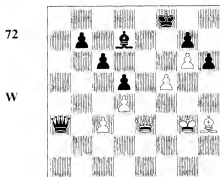
**1-0**

Winning by one tempo!

## 6 Zugzwang

Zugzwang is a familiar motif in king and pawn endings, but it is seen less frequently in proportion to the number of pieces on the board. Zugzwang positions with a middle-game character are extremely rare. Games such as Samisch–Nimzowitsch, Copenhagen 1923 or Alekhine–Nimzowitsch, San Remo 1930 show positions in which, although zugzwang hastens the loser's demise, the winning side is so strongly placed that he could win quite easily even without zugzwang.

In the following position there is no doubt that zugzwang is essential to White's victory.



*Zhilin-Tchernov, Semi-final USSR Ch, 1960*

Black is a pawn up but his king is somewhat exposed. Nevertheless it is surprising that White won from the diagram in just six moves.

**1 f6!?**

**B×h3**

The best defence. After 1...Qd6+ 2 Qe5 Q×e5+ 3 d×e5 White has good winning chances, for example:

1) 3...B×h3 4 K×h3 b5 5 Kg4 g×f6 6 e6! d4 7 Kf5 d×c3 8 K×f6 e2 9 g7+ Kg8 10 e7, or 5...d4 6 Kf5 d×c3 7 e6 c2 8 e7+ Ke8 9 Ke6 and White wins in both cases.

2) 3...g×f6 4 B×d7 f×e5 5 Bc8 (5 Kg4? e4) and now:

2a) 5...d4 6 c4 b5 (6...d3 7 Kf3 b5 8 c5!) 7 c×b5 c×b5 8 Bf5 followed by playing the king to h5 when White wins because his bishop stops all three queenside pawns.

2b) 5...Kg7 6 B×b7 K×g6 7 B×c6 d4 8 c4 Kf6 9 Kf3 h5 (9...Ke6 10 c5 h5 11 Ke4 h4 12 Bb7 Kd7 13 K×e5 d3 14 Kd4 d2 15 Bf3 and White wins

by one tempo) 10 c5 h4 11 Bd7 d3 11 Ke3 e4 12 Bc6 Ke5 13 B×e4 d2 14 K×d2 K×e4 15 c6 with a skewer after both sides promote.

2c) 5...b5 6 Bb7 Kg7 (6...d4 7 c×d4 e×d4 8 B×c6 threatens Be4, so 8...d3 is forced, but then 9 Kg4! wins as the bishop can stop both queenside pawns) 7 B×c6 d4 8 c×d4 K×g6 9 Be4+ Kf6 10 d5 and White wins by moving the king to the queenside, since the bishop can defend d5 while covering e4 and h1.

3) 3...Be8 4 Bf5! (4 f7 B×f7 5 g×f7 K×f7 should be a draw) and White has winning chances with the plan Kf4, Bc2 and Kf5–e6, finally preparing f7.

This analysis is far from complete, but as Black's actual move should have led to a clear-cut draw we can conclude that 1...Qd6+ would have been a weaker choice.

### 2 Qe5!

Even though this should not win, such an unexpected move must have put Black off his stride. The threats are 3 Qb8+ and 3 f×g7+ Kg8 4 Qe8+ K×g7 5 Qf7+.

### 2 ...Bd7?

The losing move. Black could have saved the game by 2...Q×c3+ 3 Kh4 g×f6 4 Q×f6+ Ke8 5 Qf7+ (5 g7 Qe1+ 6 K×h3 Qh1+ 7 Kg4 Qg2+ and even though White can take the h–pawn with his king Black can give perpetual check on e4, g2 and h1; note that White can never interpose on f5 as Black just swaps queens) Kd8 6 g7 and now:

1) 6...Q×d4+? 7 K×h3 Qe3+ 8 Kg2! (8 Kg4? Qg1+ leads to a draw as in line 2) Qe2+ (8...Qg5+ 9 Kf3, 8...Qd2+ 9 Qf2 Qg5+ 10 Qg3 Qd2+ 11 Kh3 and 8...Qe4+ 9 Qf3 Qg6+ 10 Qg3 Qe4+ 11 Kh3 Qh1+ 12 Kg4 Qe4+ 13 Kh5 Qf5+ 14 K×h6 Qf6+ 15 Kh5 Qf7+ 16 Kh4 all win for White) 9 Qf2 Qe4+ (9...Qg4+ 10 Qg3 Qe2+ 11 Kh3 leads to the same thing) 10 Kh2 Qe5+ 11 Qg3 Qe2+ 12 Kh3 Qf1+ 13 Kh4 Qf6+ 14 Kh5 winning as after 8...Qe4+.

2) 6...Qe1+! (Black must check from the rear) 7 K×h3 Qh1+ 8 Kg4 Qg2+ 9 Kf5 Qg5+ 10 Ke6 Qe3+ with perpetual check.

### 3 Kh4!

Zugzwang! Black's only moves are with his b- and h-pawns, e.g. 3...Be8/c8 4 f×g7+ and 5 Qe8+ or 3...Kg8 4 Qb8+ Qf8 5 f7+ or 3...g×f6 4 Q×f6+ Ke8 5 g7. The White king is safe from checks on both h4 and h5, so White only needs to oscillate between these two squares until Black is forced to play ...b4 allowing Qe7+.

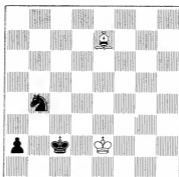
3	...b6
4 Kh5	b5
5 Kh4	h5
6 K×h5	

1–0

Zugzwang also occurs fairly often in minor piece endings. We continue with some examples of this.

73

W



*Stein-Dorfman, USSR 1970*

This position was given in *Informator* and the notes indicated that both sides played accurately, but in fact Black missed a clear win. The winning manoeuvre has been known for a long time, since it is contained in a position published by Horwitz in 1885.

**1 Bf6 Nd3**

The threat is 2...Nb2 and the reply is forced.

**2 Ba1 Nb2**

**3 Ke1**

If 3 Ke3 Na4 4 Kd4/e4 (4 Ke2 transposes to the note to Black's third move) Kb1 5 Kd3 (the only move, hoping for 5...K×a1? 6 Kc2, when White draws as the knight cannot lose a move) Nc5+ 6 Kd2 (6 Kc3 K×a1 7 Kc2 Nb3 wins) Nb3+, capturing the bishop with the knight.

**3 ...Kb1?**

Throwing away half a point. The winning line was 3...Na4! 4 Ke2 Kc1 5 Ke1 (5 Kd3 Kb1 6 Kd2 Nb2 reaches the same zugzwang position as the main line, while 5 Kc3 Kb1 6 Kd3 Nc5+ transposes to the note to White's third move) Nc5! 6 Ke2 (if 6 B moves Nd3+ followed by 7...Nb2 wins) Kb1 7 Kd1 (7 B moves Na4 and 8...Nb2 or 7 Kd2 Nb3+) Nd3 8 Kd2 Nb2 and White is in zugzwang (9 Kc3 K×a1 10 Kc2 Nd3). The idea of playing the knight from b2 to a4 to c5 to d3 and back to b2 is not obvious, but is rather attractive.

**4 Kd2**

Reaching the same position, but with the wrong person to move! Black can make no progress here and may as well take the bishop at once.

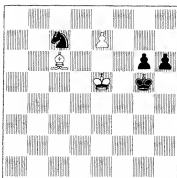
4                   ...K×a1  
 5 Kc1!            Nc4  
 6 Kc2

½-½

In the next game poor Black suffers repeatedly from zugzwang, but even so he should still have drawn.

74

B



*Lukov-Duriga, Poland 1975*

Black cannot move his knight or his king, the latter because of the reply Kd6. So he is reduced to pushing his h-pawn. White must round this up before doing anything else.

1                   ...h5  
 2 Ba4             h4  
 3 Bd7             h3  
 4 B×h3

Now Black has a moment of freedom in which to improve his position. He decides to bring the knight over to the other side of the pawn, which should draw with accurate play. However 4...Kh6! is simpler, for example 5 Kd6 (5 Bd7 Kg7 6 Kd6 Kf7 followed by ...Ne8+ and ...Nf6+ draws) Ne8+ 6 Ke6 Kg7 7 Bf1 (once the knight is established at f6 White cannot make progress) Nf6 8 Bb5 g5 9 Ba4 g4 10 Bb5 g3 11 Bc6 Kg6 and 12...Kg7, when White cannot achieve anything.

4                   ...Ne8  
 5 Be6!            Kh6

Not 5...Nf6? (5...Nc7? 6 Bd7 loses at once, but 5...Ng7 will transpose to the game) 6 Bf7 Ng4+ (6...Nd7+ is the same) 7 Kd6! Nf6 8 Ke6 Nh5 9 B×g6! and now 9...Nf6 10 Bf7 or 9...Ng7+ 10 Kf7 Kh6 11 Bb1 with zugzwang.

6 Bd7             Ng7

<b>7 Kf6</b>	<b>g5</b>
<b>8 Kf7</b>	<b>Kh7</b>
<b>9 Kf8</b>	<b>Kg6</b>

9...Kh6 10 Bf5 is an immediate disaster.

<b>10 Bg4</b>	<b>Kf6?</b>
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The losing move. Black could still have drawn by 10...Kh7! (10...Kh6? 11 Bf5). After 11 Bf5+ Kh6 White has no waiting move since 12 Kf7? can be met by 12...Nxf5!. He can try playing his bishop to other squares, but if Black defends accurately he can never be forced into zugzwang, for example 11 Bh3 Kg6 12 Bd7 Kh7! 13 Kf7 Kh6 14 Kg8 g4! (not 14...Kg6? 15 Bf5+ Kf6/h6 16 Kf8) 15 B×g4 Ne8 16 Kf7 Nc7 followed by ...Kg5 drawing.

**11 Bf5!**

This zugzwang forces Black to jettison his last pawn without being able to switch his knight to c7.

<b>11</b>	<b>...g4</b>
<b>12 B×g4</b>	<b>Kg6</b>
<b>13 Bd7</b>	<b>Kh7</b>

After 13...Kf6 or 13...Kh6 the bishop returns to f5.

<b>14 Kf7</b>	<b>Kh6</b>
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14...Kh8 15 Bg4 is the same since White would promote with check after 15...Nf5.

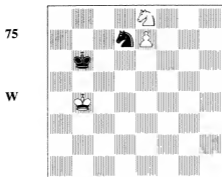
<b>15 Bg4</b>	<b>Kh7</b>
<b>16 Be2</b>	

**1-0**

as 16...Kh6 (16...Nf5 17 Bd3) 17 Bd3 is the final zugzwang.

Although the solution to the following study is really only two moves long, there are many little finesses.

If White makes a random knight move Black replies ...Nf6 and the game is a draw. So White must move his king. If 1 Kc3? then 1...Kc5 puts White in zugzwang, as the variations 2 Nd6 Nf6 3 Ne4+ N×e4 check and 2 Kd3 (2 K elsewhere allows 2...Kd4 followed by 3...Ke5 and 4...Ke6) Ne5+ and 3...Ng6 prove. Curiously enough the position after 1 Kc3 Kc5 is one of mutual zugzwang, i.e. not only does White to play draw but Black to play loses, for example 2...Nb6 3 Nc7 or 2...Kc6 3 Kc2! (3...Kb6 4 Nc7 or 3...Kc5 4 Nd6 Nf6 5 Ne4+) or 2...Kb6 3 Kb2, when 3...Ka7 and 3...Ka5 both transpose to variations to be considered further on. It can be seen that the position of the White king on b4 is not very good since it is too exposed to Black knight checks. White would prefer to have his king as far away as possible. But White must be careful which move he plays in the



Win

V. Halberstadt, 1st Pr., Gros 1938

original position as 1 Kb3? only draws: 1...Nc5+ 2 Kc4 Ne6 3 Nf6 (3 Kd5 Nf4+ and 4...Ng6) Ng7 4 Kd5 Kc7 5 Ke5 Ne8! (clearest) 6 Ke6 (6 Nxe8+ Kd7 7 Kf6 Kxe8) Ng7+ 7 Kf7 (7 Kd5 Ne8 and White is not making progress) Nf5 8 Nd5+ Kb7 with a clear draw. 1 Ka4? Nc5+ and 2...Ne6 followed by 3...Kc6 and 4...Kd7 is even worse, while 1 Kc4 Ne5+ and 2...Ng6 just loses the pawn. So by elimination we arrive at the best move:

### 1 Ka3!

White threatens 2 Nc7 Nf6 3 Nd5+, which failed in the original position as Black took the knight with check. Now:

(A) 1...Kc6 2 Ka2! (not 2 Kb2? Ne5 3 Nd6 Nc4+! or 3 Nf6 Nc4+ 4 Kc3 Nd6 followed by 5...Ne8! as above) with zugzwang (2...Kb6 3 Nc7 or 2...Kc5 3 Nd6).

(B) 1...Ka7 and now the Black king cannot move to a8, b7, c8, a6, c7 or, if the White king is as far away as the second rank, b6 (due to Nc7). So Black is condemned to play ...Kb8 and ...Ka7 ad infinitum and White wins easily by 2 Kb2 Kb8 3 Kc2 Ka7 4 Kd2 Kb8 5 Ke2 Ka7 6 Kf2 (keeping to Black squares to avoid knight checks) Kb8 7 Kg3 Ka7 8 Kf4 Kb6 (at last Black can emerge from his prison, but it is too late) 9 Kf5 Kc6 10 Nf6 and wins.

(C) 1...Ka5 2 Kb2! (2 Ka2 is just as good, but not 2 Kb3? Nc5+ and 3...Ne6) Ka4 (2...Kb4/b6 3 Nc7) 3 Ka2 Ka5 4 Ka3 and Black is in a fatal zugzwang. An unusual triangulation!

In the next study, zugzwang comes as a complete surprise after a great deal of patient manoeuvring.

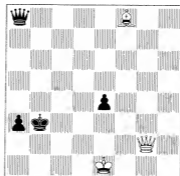
White must keep the Black king confined so only one first move makes sense.

1 Qg8+

Ka4

76

W

*Win**C. Mann, Utrecht's Dagblad 1913*

If 1...Kc2 (1...Kb2/c3 2 Bg7+) 2 Qc4+ Kb2 3 Bg7+ and mate in two more moves.

**2 Qc4+                      Ka5**

The first moment of decision. 3 Qc5+ Ka6 and 3 Bb4+ Kb6 4 Qc5+ Kb7 5 Qd5+ Ka7 6 Bc5+ Kb8 7 Bd6+ Ka7 both peter out to a draw.

**3 Bd6!**

Threatening mate in one and thereby transferring the bishop to c7 with gain of tempo.

**3                                      ...Kb6**  
**4 Bc7+                              Kb7**

4...Ka7 5 Qc5+ Kb7 6 Qd5+ transposes to the main line.

**5 Qd5+!                      Ka7**

Now 6 Qb5 is tempting, but after 6.. Qc8 7 Qc6 a2! White can win the queen by 8 Bb6+ Kb8 9 Ba7+ but still only draws.

**6 Bb6+                      Kb8**  
**7 Qd7!                              Qa6**

Notice that if White had taken the e-pawn at move 5, Black would now have a check on h1. Black's queen is so confined that only two moves are possible and 7...Qb7 8 Qd6+ transposes to the main line.

**8 Qc6!**

8 Bc7+ Ka8 and 8 Qc7+ Ka8 let Black escape, but now 9 Bc7+ Ka7 10 Bb8+ is a threat and 8...a2 is no defence. As 8...Qc8 loses to 9 Ba7+ Black's move is forced.



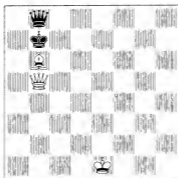
This is the position White has been aiming for. Without the Black pawns it is possible for White to force zugzwang, so the next task is to capture both pawns with check.

9 Qd6+	Ka8
10 Qxa3+	Kb8
11 Qd6+	Ka8
12 Qd8+	Qb8
13 Qd5+	Qb7
14 Qa5+	Kb8
15 Qe5+	Ka8
16 Qe8+	Qb8
17 Qxe4+	Qb7

It is still not clear how White is going to win and I suspect that if one had not seen the zugzwang position before it would be very hard to find the win even from this position, 17 moves into the solution! The psychological barrier is that the win involves forcing the Black king out of the corner, where it is apparently in most danger.

18 Qe8+	Qb8
19 Qa4+!	Kb7
20 Qb5!	

76a



B

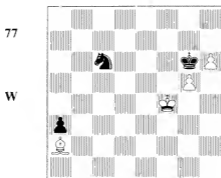
Zugzwang! Black has only three moves that do not immediately lose the queen or allow mate:

(A) 20...Qg8 21 Bd8+ Ka7 (21...Kc8 22 Qc6+ Kb8 23 Bc7+) 22 Qb6+ Ka8 23 Qc6+ Ka7 24 Bb6+ Ka6 25 Bc7+ and mate in two more moves.

(B) 20...Qa8 21 Ba5+ Kc8 22 Qe8+ Kb7 23 Qd7+ Ka6 24 Qd6+! Kb5 (24...Kb7 allows mate in two) 25 Qb4+ Kc6 26 Qe4+ winning the queen.

(C) 20...Qc8 21 Bc5+ Kc7 (or 21...Ka8 22 Qa5+ Kb7 23 Qb6+ Ka8 24 Qa7 mate) 22 Qb6+ Kd7 23 Qd6+ Ke8 24 Qe7 mate.

We have already met, in the Halberstadt study earlier in this chapter, a position of mutual zugzwang. Such positions are particularly interesting when the players both strive to reach the critical position with the other side to move.



*Kagan-Avni, Israel 1978*

Normally the bishop is much superior to the knight in situations like this, where there are passed pawns on both sides of the board. White, by playing Bb1+, can set his pawns in motion and support them with Ba2 later. Nevertheless, with best play this position is a draw. The main problem is that White has RP+B of the wrong colour, so if Black can give up his knight for the g-pawn then he draws. There are also various stalemating resources Black can call upon.

**1 Bb1+            Kf7**  
**2 g6+**

In the game White allowed his pawns to become blockaded and Black drew more easily: **2 Kf5** (2 Kg4 Ne7 3 Kh5 Kg8 4 Ba2+ Kh8 5 Bf7 is not zugzwang because of 5...Ng6! drawing) **Ne7+ 3 Ke5 Ng6+ 4 Kd4 Nf8 5 Ke4** (5 Kc3 a2 6 Bxa2+ Kg6) **Kg8 6 Kf5 Kh8** (the simplest drawing line since now the knight can always to and fro between g6 and some other square) **7 Ba2 Ng6! 8 Ke6 Nh4 9 Bb1 Ng6 10 Kd5 Nh4 11 Ke4** (11 Kc5 Nf5 and 12...Nxh6) **Ng6 12 Kd4 Nh4 13 Kc3 a2! 14 Bxa2 Nf5 15 Be6 Nxh6 16 Kd4 Kg7 ½-½.**

**2                    ...Kf6**  
**3 g7**

Black threatened 3...a2 so this was forced.

**3                    ...Ne7**

And now White must stop 4...Ng8 5 h7 K×g7.

**4 Ba2                      Kg6**

Black prevents the threat of 5 g8=Q N×g8 6 h7 Ne7 7 h8=Q+.

**5 Ke5**

Now Black has some problems to solve. If 5...K×h6 6 Kf6 Kh7 7 Kf7 Kh6 (7...Ng8 8 Bb1+) 8 Bb1 and Black is in zugzwang—he must play 8...a2, when 9 B×a2 Kh7 10 Bb1+ Kh6 11 Bc2 repeats the treatment. But as it turns out the position after White's 7th move in this line is one of mutual zugzwang, which explains Black's next move.

**5                              ...Kh7!**  
**6 Kf6**

If 6 Bb3 K×h6 7 Kf6 Kh7 8 Bc2+ (8 Kf7 transposes to the note to White's 8th move) Kg8 9 Bb3+ Kh7 (threatening 10...Ng8+), with a draw.

**6                              ...K×h6**  
**7 Kf7                        Kh7**  
**8 Bb1+**

Surprisingly White cannot lose a tempo, for example 8 Bb3 Ng8! 9 Bc2+ Kh6 10 Bb1 Ne7 transposing to the main line.

**8                              ...Kh6**  
**9 Kf8**

There is nothing else to try, but now Black reduces the game to Q+B v Q.

**9                              ...Ng6+**  
**10 B×g6                    a2**  
**11 g8=Q                    a1=Q**

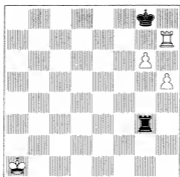
Black need only be moderately careful to draw this, for instance 12 Qh7+ Kg5 13 Qh5+ Kf4 14 Qf5+ (14 Qh4+ Ke3 15 Qg3+ Kd2 16 Qf2+ Kc1 17 Qe1+ Kb2 18 Qe5+ Ka2 19 Bf7+ Kb1 draw) Kg3 15 Qd3+ (15 Qg5+ Kf3 16 Bh5+ Ke4 and Black escapes to the queenside as above) Kf4 16 Qe4+ Kg3 17 Qe3+ Kg4 and White is not making progress.

The following position, although it is composed, is of some practical importance in the theory of rook endings.

Most positions with rook and two connected pawns v rook are easy wins, but here White is handicapped by the passive position of his rook. If he could transfer it to a5, say, then the win would be a matter of technique. But if 1 Ra7 Rg5 forces 2 Rh7. Conversely Black is also somewhat restricted, for if 1...Rb3 in the original position, then

78

W



Win

G. M. Kasparian, *Shakhmaty v SSSR 1946*

2 Ra7 and 2...Rh3 3 Ra5 or 2...Rb5 3 h6 win for White. So to prevent White from activating his rook, Black must keep his own rook on the g- or h-files, while at the same time preventing the White king from advancing to support the pawns. The winning plan appears simple—just move the king over to the kingside to drive the Black rook away from the g3 and h3 squares, when White either frees his rook or advances his king. But if 1 Kb2 Rh3 2 Kc2 Rg3 3 Kd2 Rh3 4 Ke2 Rg3 5 Kf2 Rh3, White is at a loss for a move, since 6 Kg2 Rb3 7 Ra7 Rb5 prevents 8 h6 due to the position of the White king, while if 6 Kf1 Rf3+ 7 Ke2 (7 Ke1 Re3+ 8 Kd2 Rh3!) Rg3! 8 Kf2 Rh3 repeats. But if it were Black to move in the position after 5...Rh3 the rook really would have to quit its post (5...Rb3 6 Ra7 or 5...Rh1 6 Kg3). So this is a position of mutual *zúgzwang* and White must aim to arrive at it with Black to move.

### 1 Ka2!!

The only move to win. If White ever plays his king to the first rank the position becomes drawn, since Black may check on the third rank and when White finally moves to the second rank Black can choose whether to play ...Rg3 or ...Rh3.

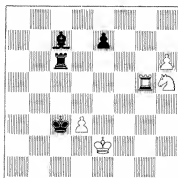
### 1 ...Rh3

and the rest is straightforward: 2 Kb2 Rg3 3 Kc2 Rh3 4 Kd2 Rg3 5 Ke2 Rh3 6 Kf2 (White has the position he has been aiming for) Ra3 (6...Kf8 7 Kg2 Ra3 8 Rf7+ Kg8 9 h6 threatening 10 h7+ wins, while 6...Rh4 7 Kg3 Ra4 is similar to the main line) 7 Rb7 (threatening h6) Rh3 8 Rb5 Kg7 9 Kg2 Rh4 (9...Ra3 10 Rb7+ Kh6 11 Rh7+ and 12 g7 wins) 10 Kg3 Rh1 11 Rb7+ Kg8 12 Kg4 Rg1+ 13 Kf5 Rh1 14 Kg5 Rg1+ 15 Kh6 and wins.

Kasparian specialises in positions of mutual *zugzwang*. The next study contains one of the most subtle moves I have ever seen!

79

W



Win

*G. M. Kasparian, 1st Pr.,  
Kubbel Memorial Tny, 1946*

Again a very natural position. One's first impulse is to try 1 h7, but after 1...Re6+! 2 K moves Rh6 3 Rc5+ K×d3 4 R×c7 R×h7, White loses both his pawns.

**1 Ng7!**

Stopping the check on e6 and genuinely threatening 2 h7. If Black delays taking the pawn he loses, e.g. 1...Bf4 (1...Kd4 2 h7 Rh6 3 Nf5+) 2 h7 Rh6 3 Rh5 R×h5 4 N×h5 Be5 5 Ke3 followed by Nf4-g6 winning the bishop. So he must capture immediately.

**1**                   ...R×h6  
**2 Rc5+**           **Kd4**  
**3 Rc4+**

Not 3 R×c7 Rh2+.

**3**                   ...Ke5

Black plays to trap the knight, which is rather short of squares on g7.

**4 R×c7**           **Kf6**  
**5 Ne8+**           **Kf7**  
**6 Rc8**

The play has been forced from move one, but now Black has to decide how to continue his counterplay. Pinning the knight immediately by 6...Rh8 loses to 7 Nd6+, so 6...Rg6 comes into consideration, intending 7...Rg8 and after the forced reply 7 Nc7 then 7...Rc6, immobilising both White's pieces. But in fact it is better to check first so as to give White an extra chance to go wrong.

**6**                   ...Re6+  
**7 Kd1!!**

The only move to win, for reasons which become apparent later.

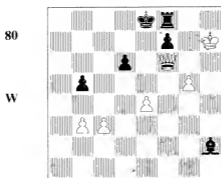
7                   ...Rg6  
8 Nc7

After 8 Ra8 (providing for 8...Rg8 9 Nc7) Rc6 White's rook and knight are tied up, so he can only try pushing his pawn; but after 9 Ke2 Rc2+ 10 Ke3 Rc1 11 Ke4 Rc2 12 Kd5 Rc1 13 d4 Rc2 14 Nd6+ e×d6 15 K×d6 Rd2 16 d5 Rd1, the position is a theoretical draw.

8                   ...Rc6  
9 Kd2!

and suddenly Black is in a fatal zugzwang, e.g. 9...Rc5 10 Rf8+! or 9...Kg6 10 Nd5! or 9...e6 (or e5) 10 Nb5!, so White wins. But now suppose that White had played 7 Kd2 instead of Kd1!! Then White would have to move his king or pawn at move 9. Moving the king loses control over a square on the c-file, giving the Black rook a move, and since White cannot lose a move (e.g. 9 Kd1 Rc3 10 Ke2 Rc2+ 11 Ke1 Rc1+ 12 Kd2 Rc6!) he can make no progress. Pushing the pawn is no better, as 9 d4 Rc4 10 d5 blocks d5 and allows 10...Kg6! and Black either returns to f7 with his king, or, if White attacks Black's rook with his king, oscillates between c4 and c1. Similarly, if White had moved to the f-file at move 7 he would be too far away to go to d2 at move 9, and once again the result would be a draw.

For the final position in this chapter we take a study composed by a top player, in which both sides manoeuvre to put the other in zugzwang.



Win

*R. Reti, 1st Pr., Shakhmaty 1928*

White has a decisive material advantage, but unfortunately Black threatens ...Be5 winning the queen, as to move away would allow ...Rh8 mate. But 1...Be5 is not in itself a decisive threat because of the reply 2 Kg7, when after 2...B×f6+ 3 g×f6 Black ends up in zugzwang and loses his rook. But White must be careful not to run

out of tempo moves and end up in zugzwang himself!

**1 Kh6!**

If (A) 1 g6? Be5 2 Q×e5+ (other moves lose) d×e5 3 g7 f5 4 e×f5 Kf7 5 g×f8=Q+ K×f8 6 c4 b×c4 7 b×c4 e4 8 c5 c3 9 c6 Ke7 10 f6+ K×f6 11 c7 e2 12 c8=Q e1=Q 13 Qf8+ Kg5 with a draw.

(B) 1 Kg7? Be5 2 b4 (not 2 c4? B×f6+ 3 g×f6 b4 and Black wins; but in playing b4 White has used up his reserve tempo) Bh2! 3 Qf1 (3 Kh7/6 Be5 4 Kg7 repeats as well, but 3 g6? Be5 and 3 c4? b×c4 4 b5 Be5 5 b6 c3 6 b7 B×f6+ 7 g×f6 Kd7 8 K×f8 Kc7 win for Black) Be5+ 4 Qf6 Bh2 and again a draw results. But 1 Kh6! threatens 2 Kh5 and so forces Black's hand.

**1**                      ...Be5  
**2 Kg7**

The same position as in (B) above, but with Black to move.

**2**                      ...Bh2

Now 3 b4? loses to 3...Be5, while king or queen moves lead only to a draw by repetition.

**3 c4!**                      b×c4

If 3...b4 4 c5 d×c5 (4...Be5 5 c×d6) 5 Qc6+ Ke7 6 Qb7+ Ke8 7 Qc8+ picks up the rook. But after 3...b×c4 White cannot reply 4 b×c4 because of 4...Be5 and White would lose. However, by giving up the e-pawn White can force Black to gain a tempo and so put himself in zugzwang!

**4 e5!**                      B×e5

4...d×e5 5 Qc6+ and 4...c×b3 5 e×d6 are hopeless.

**5 b×c4**                      B×f6+

Or 5...Bh2 6 c5 Be5 (6...d×c5 7 Qc6+) 7 c×d6 B×f6+ 8 g×f6 winning.

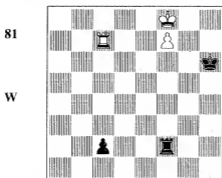
**6 g×f6**                      Rh8  
**7 K×h8**                      Kd7  
**8 Kg8**

Avoiding the final trap 8 Kg7? Ke6.

**8**                      ...Ke6  
**9 Kg7 and wins.**

## 7 Manoeuvring

Of course manoeuvres occur at all stages of the game, but I am referring to those ideas which are generally restricted to the endgame. One of the most familiar is the idea of triangulation in king and pawn endings, but there are others. The following idea, which we call the Lasker manoeuvre, has considerable practical importance in rook and pawn endings and indeed some interesting grandmaster games involving it were played in the past decade.



*Em. Lasker, Deutsches Wochensach, 1890*

White's advantage resides in his superior king position, but it is not easy to exploit this since as soon as the king emerges from the shelter of the pawn Black starts checking with his rook.

**1 Kg8**

If 1 Rc3? Kh7 2 Rh3+ Kg6 3 Rg3+ Kh7 4 Rg1 Rf3 5 Rc1 Kg6 and Black draws easily.

**1                    ...Rg2+**  
**2 Kh8                Rf2**

White can now drive the Black king back a rank and by repeating the same idea several times gradually force Black's king up the board.

**3 Rc6+                Kh5**

Not 3...Kg5 when 4 Kg7 wins at once.

**4 Kg7                    Rg2+**



5 Kh7	Rf2
6 Rc5+	Kh4
7 Kg7	Rg2+
8 Kh6	Rf2
9 Rc4+	Kh3
10 Kg6	

Although this does not threaten to promote the pawn, it does threaten 11 Rxc2 and therefore Black is once again forced to check.

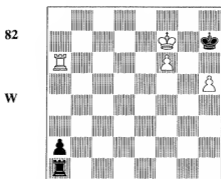
10	...Rg2+
11 Kh5	Rf2
12 Rc3+	Kh2

And finally...

13 Rxc2!

and wins. The board is just small enough for this to work. If there were nine ranks instead of eight the original position would only be a draw!

Here is a practical example featuring the Lasker manoeuvre:



*Tukmakov-Smejkal, Leningrad 1973*

In fact I have reversed the colours, i.e. Smejkal had the two pawns in the game. At first it seems that White must win since Black can only oscillate with his king, but White faces problems similar to those in the last diagram—he cannot come out with his king, which makes it difficult to advance the f-pawn, while the advance of the h-pawn by itself achieves nothing.

1 Ra8

Zugzwang must be White's main weapon. After 1 Kf8 Rf1 or 1 Ra5 Kh6 2 Kf8 Rf1 Black draws so White must try to arrange more favourable circumstances before playing Kf8.

**1**                   ...Kh6  
**2 Ra5**

After 2 Rh8+ Kg5 3 Rg8+ K×h5 4 Rg2 Kh4 (4...Rb1? 5 R×a2 Rb7+ 6 Kg8 Kg6 7 f7 and wins) 5 Rd2 (5 Kg7 Kh3 6 f7? K×g2 7 f8=Q Rg1! and Black may even win!) Kh3 Black draws more easily.

**2**                   ...Kh7?!

The first inaccuracy. Black could have forced a draw by 2...Rb1! 3 R×a2 Rb7+ 4 Ke8 (Or 4 Ke6 Rb6+ 5 Kf5 Rb5+ 6 Kg4 Rb4+ 7 Kg3 Rb3+ 8 Kg2 K×h5 9 f7 Rb8 drawing) Rb8+ 5 Kd7 Rb7+ 6 Kc6 Rf7 7 Rf2 Kg5! (Not 7...K×h5? 8 Kd6 and White wins) winning the f-pawn.

**3 Ra6**

White returns to the original position having given the move to Black and prepares an ambush along the sixth rank.

**3**                   ...Kh8?

This move finally throws away the draw. The correct line was 3...Kh6! 4 Kf8 Rb1! (Not 4...K×h5? 5 f7 with the Lasker win nor 4...Kh7? 5 Ra7+ Kh8 6 f7 transposing to the game) 5 f7+ (5 R×a2 Rb8+ is the note to Black's second move) Kh7 6 R×a2 (6 Ke7 Re1+ draws) Rb8+ 7 Ke7 Rb7+ 8 Ke6 Rb6+ 9 Kd5 Rb5+ 10 Kc6 (10 Ke4 Rb4+ 11 Kf3 Rb3+ 12 Kg2 Rb8 13 Rf2 Rf8 followed by ...Kg7) Rf5 11 Ra7 Kg7 12 h6+ K×h6 13 Kd6 Kg7 14 Ke6 Rf6+ picking up the last pawn.

**4 Ra7**

Not 4 h6? Kh7 and White is without a good move.

**4**                   ...Kh7  
**5 Kf8+**           **Kh8**

If 5...Kh6 6 f7 and both 6...K×h5 7 Kg7 Rg1+ 8 Kh7 and 6...Rb1 (6...Kh7 transposes to the game) 7 Kg8! Rg1+ 8 Kh8 Rf1 9 Ra6+ reduce to the Lasker win.

**6 f7**                   **Kh7**

After 6...Rb1 7 Kc7! (7 R×a2? Rb8+ is the note to Black's third move) Re1+ 8 Kf6 Rf1+ 9 Kg6 Rg1+ 10 Kh6 White forces mate.

**7 h6!**

The only move as 7 Ra3 Rb1! leads to the draw mentioned above.

**7**                   ...Kh8

After 7...K×h6 8 Kg8 White has the Lasker win.

**8 Ra6                      Kh7**

Now that the h-pawn prevents ...Kg7 White can win after 8...Rb1  
9 R×a2 Rb8+ 10 Ke7 Rb7+ 11 Ke6 Rb6+ 12 Kd5 Rb5+ 13 Kc4 Rf5  
14 Ra8+.

**9 Ra8**

Since 9...K×h6 loses to 10 Kg8 as before and 9...Kh8 allows 10 Ke7+  
Black is finally forced to give up the a-pawn under unfavourable  
circumstances.

<b>9</b>	<b>...Rb1</b>
<b>10 R×a2</b>	<b>Rb8+</b>
<b>11 Ke7</b>	<b>Rb7+</b>
<b>12 Ke6</b>	<b>Rb6+</b>
<b>13 Ke5</b>	<b>Rb5+</b>
<b>14 Ke4</b>	<b>Rb4+</b>
<b>15 Ke3</b>	

Not 15 Kd5 Rb5+ and White cannot play to the c-file for fear of  
...Rf5 nor 15 Kd3 Rf4 16 Ra7 K×h6 draw. However 15 Kf3 would  
also win.

<b>15</b>	<b>...Rb3+</b>
<b>16 Ke2</b>	<b>Rb8</b>
<b>17 Ra6</b>	<b>Rb2+</b>

Or 17...Rf8 18 Rf6 followed by the advance of the king to e7.

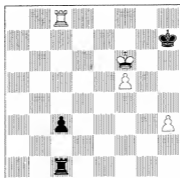
<b>18 Ke3</b>	<b>Rb3+</b>
<b>19 Ke4</b>	<b>Rb4+</b>
<b>20 Ke5</b>	<b>Rb5+</b>
<b>21 Kf6</b>	

**1-0**

The resemblance between this position and the following one is  
obvious, but the slight difference results in quite divergent play!

83

W



*T. Petrosian-Karpov, USSR Ch. 1976*

**1 h4**

White can make no progress without advancing this pawn, e.g. 1 Kf7 Rf1 2 f6 Ra1! 3 R×c3 (3 Rc7 c2 is the same) Ra7+ 4 Ke6 Ra6+ 5 Ke7 Ra7+ 6 Kd6 Ra6+ 7 Rc6 R×c6+ 8 K×c6 Kg6 with a draw. However if White succeeds in advancing his pawn to h5 then this variation would be winning.

**1                    ...Rc2!**

Black realises that his best policy is to wait. If 1...c2? (1...Ra1? 2 R×c3 Ra6+ fails as White can safely exchange rooks as in the last note) 2 h5 (Black is in zugzwang now) Rh1 3 R×c2 R×h5 4 Rg2 Rh1 5 Kf7 Kh6 6 f6 Ra1 7 Rh2+ Kg5 8 Kg7 and the f-pawn promotes.

**2 h5                    Rc1**  
**3 Kf7                    Rc2**

Now 3...Ra1 doesn't work while 3...c2 4 Kf6 loses as above.

**4 f6                    Rc1**

White will need to use zugzwang so his first task is to deprive Black of tempo moves by forcing him to play ...c2.

**5 Ke7!                    c2**

5...Re1+ loses since 6 Kf8 Rc1 7 f7 c2 8 h6 transposes into the note to Black's 10th move.

**6 Kf7**

Not 6 Kf8? Rf1. After 6 Kf7 the position is the same as in the last example after 1 Ra8 except that the rooks and Black pawn are on the c-file rather than the a-file. Why is this important? I musn't reveal the secret too early, but it is true that the position after White's seventh move in Tukmakov-Smejkal is a win no matter which file

the rooks are on. So Karpov has to play so as to avoid reaching this position (i.e. White king f8 and pawns on f7 and h6).

**6**                    **...Kh6**  
**7 Rc5**                **Kh7**

The first difference is that the draws missed by Black in the last example don't work here, for example 7...Ra1 8 R×c2 Ra7+ 9 Ke6 Ra6+ 10 Ke5 Ra5+ 11 Kd6 K×h5 (11...Ra6+ 12 Rc6 is the point) 12 f7 Ra6+ (12...Ra8 13 Rf2) 13 Ke7 hiding on g7.

**8 Rc6**                **Kh6**  
**9 Kf8**                **Kh7**

Here again 9...Ra1 loses with the White rook on the c-file.

**10 Rc7+**            **Kh8!**

After 10...Kh6 11 f7 Kh7 (11...K×h5 12 Kg7 is the Lasker win) 12 h6 White has the position he wants and wins as in Tukmakov–Smejkal.

**11 f7**

All as before, but now we see the second difference.

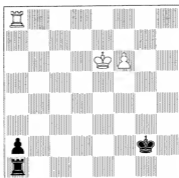
**11**                    **...Ra1!**

This lost before, but draws now because after 12 Ke7 Re1+ 13 Kf6 Rf1+ 14 Kg6 Rg1+ 15 Kh6 c1=Q! is check and so Black forces stalemate by 16 R×c1 Rg6+!. It is hard to see from the diagram that Black only draws because a queen on c1 attacks h6! Petrosian tried 12 R×c2 instead but after 12...Ra8+ 13 Ke7 Ra7+ 14 Kf6 Ra6+ 15 Kg5 Ra5+ 16 Kg4 Ra4+ 17 Kg3 Ra3+ 18 Kg2 Kg7 19 Rf2 Kf8 20 Rf5 (20 h6 Ra6 21 h7 Rh6 picks up the h-pawn) Ra6 (not 20...Ra7? when 21 h6 Ra6 22 Rh5! wins) 21 Kg3 Rh6 22 Kg4 Rh7 a draw was agreed in view of the inevitable 23...R×f7.

Study composers have elaborated the original Lasker idea in various ways. The following composition displays ideas which recur in the game position of diagram 85.

84

W



Win

*J. Hasek, 1st Pr., Cesk. Sach 1936***1 Kf7**

Black threatened 1...Re1+ so there was not a lot of choice, and 1 f7? Re1+ 2 Kd5 (2 Kf6 a1=Q+ draws) Rd1+ 3 Kc4 Rc1+ 4 Kb3 (4 Kd3 is similar) Rf1 5 Rxa2+ Kg3 6 Ra7 Kg4 7 Kc4 Kg5 8 Kd5 Kg6 9 Ke6 Rf6+ is only a draw.

**1****...Kf3**

Just three moves are enough to make the win clear, but they are by no means easy! In order to understand the play, imagine that the White king and pawn have advanced to f8 and f7 respectively. Where must the Black king be in order to draw, with White to move? The e, f and g-files are immediately fatal, since the king blocks a vital Black rook check, while with the king on the h-file White can win with the Lasker manoeuvre (except for h1, when a tempo move such as 1 Ra7 forces Black to put his king on a losing square). If the king is on d1 White wins at once (1 Ke7), d2 loses to 1 Ke7 Re1+ 2 Kd6 Rf1 3 Rxa2+, and d3 loses after 1 Ke7 Re1+ 2 Kd6 Rf1 3 Ke6 Re1+ 4 Kd5 Rf1 5 Ra3+ and 6 Rxa2+. Black draws if his king is on any other square. The nearest drawing square to g2, the Black king's original position, is d4, so his first move is understandable. White's task is to advance the pawn to f7 while keeping the Black king bottled up in the losing zone. Let's see how this is possible after alternative king moves:

(1) 1...Kf2 2 Ra4! (2 Kf8? Ke3! 3 f7 Kd4 is just in time to draw, while 2 Ra3 Kg1! 3 Kg7 Kh1 forces White to return with 4 Kf7, although White can still win in this line by reverting to the correct plan) Kg1 (2...Ke3 3 Ke6 Kd3 4 f7 Re1+ 5 Kd5 Rf1 6 Ra3+ wins, as do 2...Kg3 3 Kg6 or 2...Kf3 3 Kf8, followed by 4 f7 and the Black king cannot reach a drawing square) 3 Kg8! (not 3 Kg6? Kh1 4 Rh4+ Kg1 5 f7 Rf1 6 Ra4 Rf2 7 Rxa2 Rxa2 8 f8=Q Rg2+ with perpetual

check, while on other seventh moves Black starts checking. Also bad is 3 K<sub>g7</sub>? K<sub>h1</sub> 4 R<sub>h4</sub>+ K<sub>g2</sub> 5 f7 R<sub>g1</sub> 6 R<sub>a4</sub> K<sub>h1</sub>+! drawing, while 6 f8=Q fails since Black promotes with check—White must cover f8 with his king and at the same time avoid the check from a1, hence 3 K<sub>g8</sub>! K<sub>h1</sub> 4 R<sub>h4</sub>+ K<sub>g2</sub> (4...K<sub>g1</sub> 5 f7 R<sub>f1</sub> 6 R<sub>a4</sub> wins) 5 f7 R<sub>g1</sub> 6 f8=Q (6 R<sub>a4</sub>? K<sub>h1</sub>+) a1=Q 7 R<sub>g4</sub>+ K<sub>h3</sub> 8 Q<sub>f3</sub>+ K<sub>h2</sub> 9 Q<sub>f2</sub>+ K<sub>h3</sub> 10 Q<sub>h4</sub> mate.

(2) 1...K<sub>h3</sub> (1...K<sub>h2</sub> 2 K<sub>f8</sub> and 2...R<sub>f1</sub> is impossible as the Black pawn drops off with check) 2 R<sub>a4</sub>! (zugzwang forcing the king back to the unpleasant second rank) K<sub>h2</sub> (2...K<sub>g3</sub> 3 K<sub>g6</sub> and 4 f7) 3 K<sub>f8</sub> followed by 4 f7 and Black is well away from any drawing squares.

### 2 R<sub>a4</sub>!

Necessary since 2 R<sub>a5</sub>, for example, allows 2...K<sub>e4</sub> 3 K<sub>e6</sub> K<sub>d4</sub>, reaching safety.

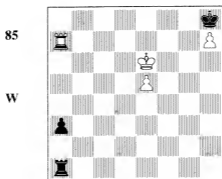
### 2 ...K<sub>f2</sub>

Black is helpless, e.g. 2...K<sub>e2</sub>/e3 3 K<sub>e6</sub> or 2...K<sub>g3</sub> 3 K<sub>g6</sub> or 2...K<sub>g2</sub> 3 K<sub>f8</sub> (3 K<sub>g6</sub>? K<sub>h1</sub>! as in variation 1 above only draws) and 4 f7, winning in every case.

### 3 K<sub>f8</sub>!

Black is one tempo short of reaching the drawing area and might lose as follows: 3...K<sub>e3</sub> (3...K<sub>g3</sub> 4 f7 K<sub>h3</sub> is the standard Lasker win) 4 f7 K<sub>d3</sub> 5 K<sub>e7</sub> R<sub>e1</sub>+ 6 K<sub>d6</sub> R<sub>f1</sub> 7 K<sub>e6</sub> R<sub>e1</sub>+ 8 K<sub>d5</sub> R<sub>f1</sub> 9 R<sub>a3</sub>+ etc.

If, in the basic Lasker position of diagram 81, everything is moved one file to the left White can no longer win, e.g. 1 K<sub>f8</sub> R<sub>f2</sub>+ 2 K<sub>g8</sub> R<sub>e2</sub> 3 R<sub>b6</sub>+ K<sub>h5</sub> 4 K<sub>f7</sub> R<sub>f2</sub>+ 5 K<sub>g7</sub> R<sub>g2</sub>+ 6 K<sub>h7</sub> R<sub>e2</sub> 7 R<sub>b5</sub>+ K<sub>h4</sub> and the White king is too far away from the pawn. But there are situations, even with a central pawn, in which a Lasker-type manoeuvre is still possible.



Zaitsev–Dvorecki, USSR 1973

Colours have been reversed, i.e. Dvorecki had the two pawns.

**1 Ke7**

Black's problem is the bad position of his rook in front of the pawn. If he could reach a position with the pawn on a2 and the rook on the second rank then he would draw since, as we noted above, the Lasker idea does not work in this situation. So if 1 Kd6 Ra2! 2 e6? (or 2 Ke7? Re2 and 3...a2, so best is 2 Ke6, starting again) Rd2+ 3 Kc6 Re2 4 e7 a2 5 Kd7 Rd2+ 6 Ke8 K×h7 and Black draws.

**1 ...K×h7**

If 1...Re1 2 e6 Re3 3 Kd6 Rd3+ 4 Kc5 Re3 (4...Rc3+ 5 Kd4 wins) 5 Kd5 and Black is in zugzwang, e.g. 5...Rg3 6 e7 Re3 7 Ra8+ and wins.

**2 e6 a2**

Or 2...Kg6 3 Ke8 Kf6 (3...a2 transposes to the game) 4 e7 Kg7 (4...Re1 5 Ra6+ and 6 R×a3 wins) 5 Ra4 a2 6 Rg4+ Kf6 (if 6...Kh7 then the plan of 7 Rg2, 8 Rd2 and 9 Kd7 wins) 7 Rg2 Rb1 (7...Re1 8 Rf2+ and 9 R×a2) 8 R×a2 Rb8+ 9 Kd7 Rb7+ 10 Kd6 Rb6+ 11 Kc7 Re6 12 Kd8 Rd6+ 13 Ke8 and White wins.

The position after 2...a2 is identical with that arising after five moves of a study by P. Keres, which gained third place in the 1947 USSR composing championship. It is interesting to compare the courses of game and study.

**3 Ke8+ Kg6**

Other squares are no better.

**4 e7 Kg5**

Black's best plan is to retreat his king to prevent the transfer of White's rook to the second rank, e.g. 4...Kg7 5 Ra3 Kg6 6 Rg3+ and 7 Rg2, followed by 8 Rd2 and 9 Kd7 winning.

**5 Ra5+**

Not 5 Kf7 Rf1+ 6 Kg7 Re1 7 Ra5+ Kh4! and the Lasker plan still fails. Keres gave 5 Ra3 as his main line, but the move played is equally good.

**5 ...Kh4**

**6 Ra3!**

Now Black is in zugzwang and must either allow the White rook to transfer to the second rank or permit White to employ the Lasker manoeuvre. Zaitsev decides on the former. The main line of the Keres study shows how White wins in the latter case: 6...Kg4 7 Kf7 Rf1+ 8 Kg6 Re1 (the bad position of his king deprives Black of the



check on g1 and this proves fatal) 9 Ra4+ Kh3 10 Kf6 Rf1+ 11 Kg5 Rg1+ 12 Kh5 Re1 13 Ra3+ Kg2 14 R×a2+ Kf3 (although White has won the a-pawn his slightly offside king makes the win a little tricky) 15 Ra7 Re6 (if the White king supports the pawn Black is finished, so he must stop Kg6) 16 Kg5 (threat 17 Kf5 and 18 Kf6) Ke4 17 Rb7! (both this and 17 Rc7 put Black in zugzwang, but not 17 Rd7? Ke5! when it is White who suffers from zugzwang and only draws) Ke5 (forced, to keep the White king out) 18 Rd7 Ke4 19 Rd1! Kf3 (forced) 20 Rf1+ Ke2 21 Rf7 Ke3 22 Kf5 and the White king penetrates to f8 with decisive effect.

<b>6</b>	<b>...Kg5</b>
<b>7 Rg3+</b>	<b>Kf4</b>
<b>8 Rg2</b>	<b>Kf3</b>
<b>9 Rh2</b>	

White has an alternative win by 9 Rb2 Ke3 (9...Kf4 10 Kf7 and 9...Kg3/g4 10 Rd2 followed by 11 Kd7 lose immediately) 10 Kd7 Rd1+ 11 Kc7 a1=Q 12 e8=Q+ Kd4 13 Qh8+ Kc4 14 Qg8+ Rd5 (14...Kc3 15 Rb3+) 15 Qg4+ Rd4 16 Qe6+ Rd5 17 Qe4+ Rd4 18 Qc2+ Kd5 19 Rb5+ mating, but the text move is much simpler.

<b>9</b>	<b>...Ke3</b>
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Forced, as if 9...Kg3/g4 10 Rd2 wins.

**10 Rb2**

Placing Black in zugzwang, since if his king moves to the d- or f-file White can emerge with his own king without allowing a check.

<b>10</b>	<b>...Ke4</b>
<b>11 Re2+</b>	<b>Kd3</b>

Now there is no choice.

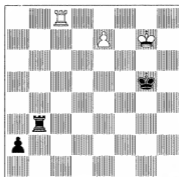
<b>12 Kd8</b>	<b>K×e2</b>
<b>13 e8=Q+</b>	
	<b>1-0</b>

since after 13...Kd2 14 Qa4 (not 14 Qe5?? Rd1) Kc3 15 Kc7 Kb2 (15...Kd3 16 Qb3+ Ke4 17 Qc4+ Kf5 18 Qd5+ Kg6 19 Qe6+ Kh7 20 Qf7+ is an amusing line leading to the win of the rook) 16 Qd4+ Kbl 17 Qe5 White wins the rook.

With the knowledge gained from the previous examples, it is easy to solve the following study.

86

W

*Win**N. Kopaev, 2nd Pr., Shakhmaty, 1951*

As we have mentioned before, 1 Ra8 Re3 2 Ra5+ Kh4! gives a position in which the Lasker plan doesn't work.

**1 Rc5+                    Kh4**

Black naturally retreats on to the h-file, so that if 2 Ra5 Re3 3 Kf7 Rf3+ 4 Kc8 Rf2 the Black king is in the best possible position to prevent White employing the Lasker manoeuvre.

**2 Rh5+!**

This tactical point prevents the above defence by forcing the king on to the less favourable g-file.

**2                    ...Kg4**

If 2...Kxh5 3 e8=Q+ Kg5 (3...Kg4/h4 4 Qa4+) 4 Qe5+ followed by either 5 Qe2+ or 5 Qh2+ picking up the pawn.

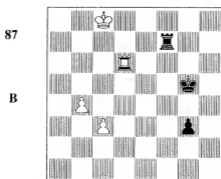
**3 Ra5                    Re3**  
**4 Kf7                    Rf3+**

The position of the Black rook on the third rank (rather than the second) prevents the immediate application of the standard plan, since after 5 Kg6 Re3 6 Ra4+ Kh3 7 Kf6 (7 Kf7 Rf3+ 8 Ke8! transposing to the main line does still win, however) Rf3+ 8 Kg5 Rg3+ 9 Kh5 Re3 there is no check on the third rank. The right idea is to force Black to defend his pawn by putting the rook on the second rank and only then attempting the above manoeuvre.

**5 Ke8!                    Rf2**

and now everything is as before: 6 Kd7 Rd2+ 7 Ke6 Re2+ 8 Kf6 Rf2+ 9 Kg6 Re2 10 Ra4+ Kh3 11 Kf6 Rf2+ 12 Kg5 Rg2+ 13 Kh5 Re2 14 Ra3+ and 15 Rxa2 winning.

Rook and pawn endings seem to be especially productive of systematic manoeuvres and we give a few unusual examples from practical play.



*Blasbalg–Herland, Bucharest 1958*

Black's method of capitalising on his advanced passed pawn is very instructive, since it is not at once apparent that the White king is on a bad square.

**1**                    ...g2

1...Rf8+ would transpose to the game.

**2 Rd1**                Rf8+!

The tempting 2...Rf1 is not clear after 3 Rd8! Kh6 (3...g1=Q 4 Rg8+ Kf6 5 R×g1 R×g1 6 b5 Rb1 7 c4 Ke5 8 Kc7 or 7...Rb4 8 Kd7 Kc5 9 c5 R×b5 10 c6 are both draws, while 3...Rf6 4 Rd1 doesn't improve Black's position) 4 Rg8 Rf8+ 5 R×f8 g1=Q 6 Rf6+ Kg5 7 Rc6, when White has excellent chances of setting up a complete blockade. The move played has the virtue of allowing the rook to return to the second rank with gain of tempo if necessary.

**3 Kc7**                Rf1

**4 Rd8**

White's moves are forced, for example 4 Rd7 Kg6 5 Rd6+ Kg7 and promotes.

**4**                    ...Rf7+

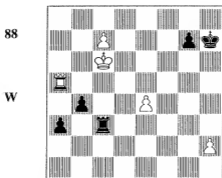
If White plays 5 Kc6 then 5...Rf6+ and 6...g1=Q.

**5 Kc8**                Kg6

Black has repeated the position after 1...g2, except that his king has moved to g6. Now the win is easy.

**0-1**

due to 6 Rd1 Rf1 7 Rd8 Kg7 8 Rd7+ Kg8.



*Borkowski-Dieks, Groningen 1974-5*

White would like to evade the checks by 1 Kb7, but 1...b3 2 R×a3 b2 threatens to promote with check, ensuring at least a draw for Black. Moreover, 1 Rc5 R×c5+ 2 K×c5 a2 3 c8=Q a1=Q offers no winning chances. So how does White make progress?

<b>1 Kd7</b>	<b>Rd3+</b>
<b>2 Ke7</b>	<b>Rc3</b>
<b>3 Kd8</b>	<b>Rd3+</b>

Black must return to d3, as 3...b3 4 R×a3 is hopeless if he cannot promote with check. But now that the White king is on the best possible square, he can contemplate a queen ending.

<b>4 Rd5</b>	<b>Rc3?</b>
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This natural move leads to a forced loss, so Black should have tried 4...R×d5+ 5 e×d5 a2 6 c8=Q a1=Q 7 Qh3+ Kg6 8 Qe6+ Kh7 9 Qe4+ Kg8, although 10 d6 still offers White good winning chances, e.g. 10...Qa5+ (10...b3 11 Qe6+ and 12 Q×b3) 11 Ke7 Qg5+ 12 Ke6 Qf6+ 13 Kd5 Qg5+ 14 Kc6 Qc1+ 15 Kb7 and the pawn advances. After the move played, however, Black threatens 5...a2 and it is hard to see what White can play apart from 5 Ra5.

**5 Rh5+!** ♞

This cunning move forces the king on to an inferior square.

**5** ...Kg6

Black had only a choice of evils. After 5...Kg8 White would go into reverse gear with 6 Ra5 Rd3+ 7 Ke7 Rc3 8 Kd7 Rd3+ 9 Kc6 Rc3+ and now 10 Rc5 does win since White promotes with check.

<b>6 Ra5</b>	<b>Rd3+</b>
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7 Ke7	Rc3
8 Kd7	Rd3+
9 Kc6	Rc3+

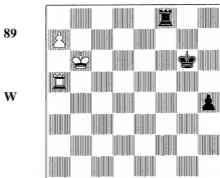
Back to the start, but what is the significance of the location of Black's king?

10 Kb7!	b3
11 R×a3	b2
12 Ra6+!	

The point!

12	...Kf7
13 Rb6	Rc2
14 c8=Q	

1-0



*Dommes-Sosonko, Leningrad 1963*

The game continued **1 a8=Q? R×a8 2 R×a8 Kf5 3 Rh8** (3 Kc5 h3 4 Kd4 Kf4 is also a draw) **Kg4 4 Kc5 h3 5 Kd4 Kg3 6 Ke3 Kg2!** (not 6...h2? 7 Rg8+ Kh3 8 Kf2! h1=N+ 9 Kf3 Kh2 10 Rg7, winning the knight or mating) **7 Ke2** (if 7 Rg8+, not 7...Kh1 8 Kf3 h2 9 Ra8, but 7...Kf1! with a draw) **h2 8 Rg8+ Kh1** and a draw was agreed. But White could have won! The idea is that after White promotes and wins the Black rook his king needs to head back to e2. This takes one move less from b5 than from b6, so White must try to transfer his king to b5 with gain of tempo. Curiously the first step in this process is to put it on b7.

**1 Kb7!**

White threatens **2 a8=Q R×a8 3 K×a8** with a winning position, for if Black pushes his pawn to the seventh White can pick it up by **Ra1** and **Rh1**. So the reply is forced.

1                    ...Rf7+  
 2 Ka6!              Rf8

After 2...Rf6+ White's plan succeeds: 3 Kb5 Rf8 (3...Rf5+ 4 Kb4 is the same) 4 a8=Q R×a8 5 R×a8 Kf5 6 Kc4 h3 7 Kd3 Kf4 8 Ke2 Kg3 9 Kf1 h2 (9...Kh2 10 Kf2 Kh1 11 Ra1+ Kh2 12 Ra3 and mates) 10 Rh8 and wins. After 2...Rf8 White can utilise the fact that his king is not blocking the b-file to introduce a new threat.

3 Rb5                    h3

Black has no defence to the intended 4 Rb8, e.g. 3...Rf6+ 4 Rb6 or 3...Ra8 4 Kb7.

4 Rb8                    Rf3

Or 4...h2 5 a8=Q R×b8 6 Qg2+ and 7 Q×h2 winning.

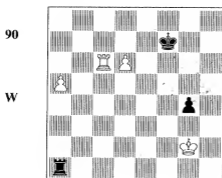
5 Rb6+                  Kg7

If 5...Kg5 then 6 Rb5+ and 7 a8=Q.

6 a8=Q

and after 6...Ra3+ 7 Kb7 R×a8 8 K×a8 Black can give up.

The final rook and pawn ending is a study in which White must manoeuvre with exceptional care to gain the full point.



Win

*E. Zepler, 3rd Pr., Schweizerische  
 Schachzeitung, 1923-4*

White has no winning chances unless he does something active immediately, so the first few moves are easy.

1 d7                    Ke7  
 2 Rd6                  Kd8  
 3 a6                    Ra3

Black must prevent the White king from advancing to attack the pawn, or he will quickly find himself in zugzwang, e.g. 3...Ra2+ 4 Kg3 Ra4 5 Kh4 and Black must give up his g-pawn, for 5...Rb4 loses to 6 a7 Ra4 7 Rh6! K×d7 8 Rh8! After 3...Ra3 White's problem is to transfer the move to Black, for with Black to play he would have a choice of allowing Kg3 or playing ...g3, when the reply Kh3 wins. However, despite the restriction of Black's rook to the a-file, it is not so easy to do this, for if 4 Kh2 Rh3+ 5 Kg1 (5 Kg2 Ra3) Rg3+, with many checks. The White king must venture over to the e-file to escape them, while at the same time preventing the advance of the g-pawn.

**4 Kf2!**

Not 4 Kf1? Ra2 5 Kg1 g3 6 Kf1 Rf2+ 7 Kg1/e1 Ra2 and White has nothing better than 8 Kf1 with a draw.

**4**                    **...Rf3+**  
**5 Ke2!**

If 5 Ke1? g3! 6 a7 (6 Ke2 Rf2+ 7 Ke3 Ra2 threatens 8...g2 and forces the draw) Ra3 7 Rg6 K×d7 8 Rg8 Ra1+ 9 Ke2 g2 10 Kf2 Kc7 11 a8=Q (or else 11...Kb7 draws) g1=Q+ 12 R×g1 R×a8 and Black draws.

**5**                    **...Ra3**

Now returning to the f-file just repeats the position while moving to the d-file allows ...g3, when the White king is too far away.

**6 Ke1!**            **Re3+**

White wins more easily after 6...g3 7 Kf1 Ra2 8 Kg1, with zugzwang, or 6...Ra2 7 Kf1 transposing to the main line.

**7 Kd2**

Of course not 7 Kd1? g3.

**7**                    **...Ra3**  
**8 Ke2**

White's triangulation has transferred the move to Black, who must avoid 8...g3 9 Kf1 Ra2 10 Kg1 or 8...Ra1/a4 9 Kf2 Ra3 10 Kg2.

**8**                    **...Ra2+**  
**9 Kf1**            **Ra5**

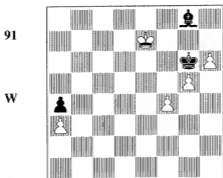
If 9...g3 10 Kg1 or 9...Ra3 10 Kg2, while any other square on the a-file receives the same reply as the text move.

**10 Kf2!**           **Ra3**  
**11 Kg2**

White's eight-move manoeuvre has succeeded in losing a move and

now the play is simple: **11...Ra1 12 Kg3 Ra4 13 Kh4** etc.

As we saw in the last example, triangulation can occur in endings other than the king and pawn variety. Here are a few more such positions.



*Botvinnik-Sozin, USSR 1929*

Suppose that Black is to move in the initial position. Then he must lose at once, for example **1...Bh7 2 Kf8 Kf5 3 Kg7**, or **1...Kf5/h5 2 Kf8 Bh7 3 Kg7**, or **1...Kh7 2 f5** followed by **3 f6 Kg6 4 h7 K×h7 5 f7**, or finally **1...Bb3 2 f5+ Kh7 3 f6**, as in the last line. In the game White missed his chance and allowed Black to transfer his bishop to the b1-f5 diagonal via e6 as follows: **1 Ke8? Be6 2 Kf8 Bf5 3 Ke7 Bc2 4 Kd6 Bd3 5 Ke6 Bc4+ 6 Ke7** (6 Ke5 Bd3 7 f5+ B×f5 8 h7 K×h7 9 K×f5 Kg7 is only a draw, as one can easily check by counting) **Bd3** and Botvinnik could make no progress, the game ending in a draw. The important point is that Black can only move his bishop to the squares e6 or h7, for otherwise f5+ is a winning reply. So White must be careful to cover e6 with his king whenever the bishop is on g8.

**1 Kd7! Bh7**

Or **1...Kf5** (**1...Kf7 2 f5 Bh7 3 g6+ B×g6 4 f×g6+ K×g6 5 Kc6** wins by a single tempo) **2 Ke8 Kg6** (or else **3 Kf8** and **4 Kg7** wins) **3 Ke7** and Black is in zugzwang.

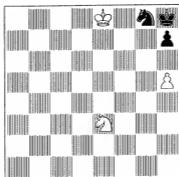
**2 Ke6 Bg8+**  
**3 Ke7**

and wins.



92

W



Win

V. Bron, 2nd Hon. Men., USSR 1948

Here the triangulation idea is well disguised and there is a good deal of preparatory work to be done first. If Black could extract his knight from the corner the game would be a sure draw, so White's first priority is to maintain his bind. 1...Kg7 and 1...Nf6 must be stopped, so White's first move is forced.

1 Kf7                   Nh6+

If 1...h6 2 Nf5 Kh7 3 Nd6 transposes to the main line after 7 Nd6.

2 Kf8                   Ng8  
3 Ng4

Again preventing 3...Nf6 and also stopping 3...Nh6, due to 4 Ne5 (not 4 N×h6? stalemate) and 5 Nf7 mate.

3                       ...h6  
4 Kf7                   Kh7

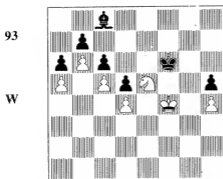
With the White king on f7 Black is restricted to oscillating with his king while White can roam freely with his knight. An obvious plan is to try and answer ...Kh8 with Nf8 (or ...Kh7 with Ng6), when Black would lose his knight. Unfortunately the tempi are wrong for these plans and so White must lose a move. He cannot do so just by moving the knight, so somehow he must employ the king. At the moment White can only play Kf8 and then Kf7 again, because he must prevent ...Kg7, and so losing a move is impossible. Therefore he must cover g7 with his knight so as to free the king. But with the knight on f5 White's king is left with the responsibility of stopping ...Nf6 and so can only move from f7 to e6 and back again. It follows that e8 is the best square for the knight, when the king has only the single duty of preventing ...Ne7. This can be done from f7, e6, d6 or d7 and White can lose a tempo by Ke6-d6-d7-e6, all the time covering e7.

5 Ne5	Kh8
6 Nc4	Kh7
7 Nd6	Kh8
8 Ne8	Kh7
9 Ke6	Kh8
10 Kd6	Kh7
11 Kd7	Kh8
12 Ke6	Kh7
13 Kf7	Kh8

Now a knight tour to f8 forces the win of a piece.

14 Nc7	Kh7
15 Ne6	Kh8
16 Nf8	

and wins.



*Schlechter-Walbrodt, Vienna 1889*

Black is suffering from his bad bishop, and indeed with Black to move he would lose at once, as a bishop move allows  $N \times c6$  while a king move allows  $Kg5$ . But as in the previous examples, it is far from easy to lose a tempo. Indeed, in this position it is necessary to introduce diverse ideas such as attacking the h-pawn with the knight and even penetrating to g8 with the N! The best way to analyse the position is to employ the method of corresponding squares, normally used in king and pawn endings, but applicable here because Black's bishop is immobilised and White's knight is already on its optimum square, so both sides will be moving mainly their kings.

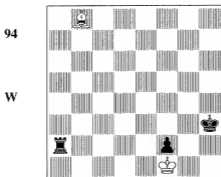
Suppose White plays 1 Kf3. Black must stop  $Nf7-d6$  so he is restricted to 1...Ke6, 1...Kg7 or 1...Ke7. If 1...Ke6 2 Nd3! (threatening 3 Nf4+) Kf6 (2...Kf5 still drops the h-pawn to 3 Nf4, while 2...Ke7 3 Kf4 Kf6 4 Ne5 puts Black in zugzwang) 3 Ke3! Kf5 (3...B moves 4 Ne5 Bc8 5 Kf4, while 3...K moves 4 Kf4 Kf6 5 Ne5 is the

same) 4 Nf4 Kg4 5 Ng6 Kg3 (5...Be6 6 Ne5+ Kxh4 7 Nxc6 Kg3 8 Ne7 h4 9 c6 h3 10 cxb7 wins easily) 6 Ne7 Bd7 7 Ng8! Kxh4 (7...Bh3 8 Nf6 Bg4 9 Ne8 and 10 Nd6) 8 Kf4 Kh3 9 Nf6 Bg4 10 Nxh5! Bxh5 11 Ke5, and when White promotes Black's pawn is only on the sixth rank. Moving on to the second continuation, 1...Kg7 loses to 2 Ke3 Kf6 (Black must prevent Nf7, remember) 3 Kf4 with zugzwang. So if White's king is on f3, Black's king must be on e7 (with White to move), or else Black loses immediately. We say that f3 and e7 correspond. Suppose now that White starts with 1 Ke3. Where must Black put his king? If 1...Kf5 then 2 Kf3 Ke6 (2...Kf6 3 Kf4) 3 Nd3! transposes to the above win, while if 1...Ke7 (1...Kg7 2 Kf3 Kf6 3 Kf4) 2 Kf3 Ke6 3 Nd3 amounts to the same thing. So Black can only play 1...Ke6. Thus e3 and e6 correspond. Similar reasoning applies after 1 Kg3, so g3 and e6 also correspond. Now suppose the White king is on f2. White can play 1 Ke3 or 1 Kf3, to which Black's replies must be 1...Ke6 and 1...Ke7 respectively; so with the White king on f2, Black's only hope is to have his king on a square adjacent to both e6 and e7. There is only one such, namely f6. But by the same reasoning, not only does f2 correspond to f6, but so do e2 and g2 as well. Now we can see the winning plan. White has only to retreat his king to e2, say, forcing Black to reply ...Kf6 and then White plays Kf2, forcing Black to abandon the correspondence.

<b>1 Kf3</b>	<b>Ke7</b>
<b>2 Ke2!</b>	<b>Kf6</b>
<b>3 Kf2!</b>	

and now 3...Ke7 4 Kf3 Ke6 5 Nd3 or 3...Ke6 4 Ke3 Ke7 5 Kf3 transposes into one of the above lines.

The following study, which has an exceptionally natural position, was the result of Benko's analysis of one of his games.



*Draw*

*P. Benko, 1st Pr., Magyar Sakkelet 1967*

Corresponding squares play a part in this study also, but the play is less elaborate than in the last example. White's position looks desperate, and indeed if Black could transfer his king to f3 he would win, even if he lost the pawn in the process. But after 1 Bd6, say, 1 ...Kg4 can be answered by 2 Kg2 with a draw, e.g. 2...Ra6 3 Bc5 or 2...f1=Q+ 3 Kxf1 Kf3 4 Kg1 (or 4 Ke1), and the White king is in the 'right' corner. However, if Black could get his rook behind the pawn White's king would be immobilised and he could not prevent ...Kg4-f3 winning. So 1 Bd6? is bad because of 1...Ra6! 2 Bc5 (2 Be5 Ra5 3 Bc7 Rf5 4 Bb8 Kg4 5 Ba7 Kf3 6 Bxf2 Rb5 and wins) Kg3! 3 Bxf2+ Kf3 4 Bd4 (or else ...Ra1+ wins) Rd6, picking up the bishop. By the same reasoning 1 Be5? loses to 1...Ra5, while 1 Bf4? fails to 1...Kg4. The stalemate tricks 1 Bg3 and 1 Bh2 just lose the bishop if Black checks before taking it. So the right move must be . . .

**1 Bc7!                      Rb2**

Now 1...Ra7 only draws, since 2 Bb6 attacks the rook and after it moves away White plays 3 Bxf2. White must always put his bishop where it can attack the rook and the f-pawn if Black attacks the bishop from the side. This explains the following moves:

**2 Bd6                      Rc2**  
**3 Be5                      Rd2**  
**4 Bf4**

Attacking the rook, so Black has no time for ...Kg4. It is clear that the following pairs of squares correspond: a2 and c7, b2 and d6, c2 and e5, d2 and f4. Black has a last try:

**4                      ...Re2!**

What now? If 5 Bc7 (5 Bg3 Kxg3 or 5 Bd6 Rb2!) then Black seizes the correspondence by 5...Ra2! and after 6 Bb8 (6 Bd6 Ra6 or 6 Be5 Ra5) Ra8 7 Bd6 Ra6 8 Bc5 Ra5 9 Bd4 Kg3! Black wins. So White must move to a square not in the above list, to be ready to take the correspondence wherever Black moves along the second rank.

**5 Bb8!**

So we may add e2 and b8 to the list! But now why not 5...Re8 and 6...Rf8, the manoeuvre we have been trying to prevent all along?

**5                      ...Re8!**  
**6 Bg3!**

Only possible because the rook is on the e-file. Not 6 Bd6? Rd8! 7 Be7 Rd7 8 Bc5 Kg3 and wins.

**6                      ...Kg4**  
**7 Kxf2**

and draws. White avoids 7 Bxf2? Kf3 and Black wins.

In the final position in this chapter we see an amusing situation in which White uses zugzwang in order to force the capture of one of his own pawns!



*Tataiev-Gubnicki, USSR 1972*

Although White has a great advantage, to actually win the game he must capture Black's c-pawn. It seems to be easy to achieve this in view of Black's cramped position.

**1 f6**

If White had seen Black's defence in advance, he would have played 1 g8=Q+! K×g8 2 Ke7 followed by 3 f6, transposing to the position after White's 6th move in the game.

**1                    ...Kg8**

Forced. Now why not simply 2 Ke6 (or Ke7) Bh5 3 Kd7? Because of 3...Be8+! and Black saves the pawn. In view of this trick it is hard to see how White can make progress and we can quickly discover that the only hope is to force Black to move his king and then sacrifice the g-pawn to destroy the stalemate. Triangulation is called for to give the move to Black, when the king will have to emerge.

<b>2 Ke6!</b>	<b>Bh5</b>
<b>3 Kd7</b>	<b>Be8+</b>
<b>4 Kd6</b>	<b>Kf7</b>

Forced by zugzwang.

<b>5 g8=Q+!</b>	<b>K×g8</b>
<b>6 Ke7</b>	<b>Bh5</b>
<b>7 Kd7</b>	<b>Kf7</b>
<b>8 K×c6</b>	<b>Be2</b>

The best chance. It is hopeless for Black to take the h-pawn and challenge White to a race, so he must try and block White's passed

pawns with his king. If White obtained a passed b-pawn this would be impossible, but Black does have enough time to get in front of the nearer d-pawn. However, this is not enough to save the game.

**9 K×d5      K×f6**  
**10 c6      Ke7**

Or 10...Kg6 11 Kc6 K×h6 12 Ke7 Kg5 13 d5 Bf3 (or else d6 and d7) 14 c7 Bg4 15 d6 and wins easily.

**11 Kc5      Kd8**

**12 d5 Kc7 13 d6+ Kc8 14 Kb6 Kd8 15 d7** (threatening 16 c7+ K×d7 17 Kb7 Bf3+ 18 Kb8 promoting, so Black has to abandon the b-pawn) **Bg4 16 K×b5** and Black resigned in view of the plan Kc5, b5 and b6.

## 8 Perpetual check

A certain minimum quantity of material is required to deliver perpetual check, so this is not a frequent event in endgames. All the examples in this chapter have either the queen or the rook as the piece actually giving the perpetual, as is to be expected. The first two positions show White falling into a trap.



*Foldi-Erdy, Hungary 1974*

Black is losing, since the a-pawn interferes with his attempt to give perpetual check after 1...Qb6+ 2 Kc8 Qc6+ 3 Kd8 Qa8+ 4 Kc7, so he plays for a trap.

<b>1</b>	<b>...Qb6+</b>
<b>2 Kc8</b>	<b>Qc6+</b>
<b>3 Kd8</b>	<b>Kg7</b>

By taking the f8 square away from White's king, this introduces a threat which White overlooks. White could win now by 4 Qe5+ f6 (4...Kg8 5 Ke7 Qb7 6 Qg5+ Kh8 7 Qf6+ and mate in two more moves) 5 Qd5 Qb6+ 6 Ke8 and the pawn promotes.

**4 e5?**

Intending 5 Qf6+. 4 Ke8? would fail in the same way as 4 e5?.

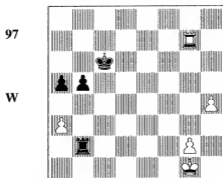
<b>4</b>	<b>...Qb6+</b>
<b>5 Ke8</b>	

5 Kc8 Qc6+ 6 Kb8 Qb5+ 7 Ka8 Qd5+ 8 Kxa7 Qa5+ 9 Kb7 Qb5+

10 Kc7 Qa5+ 11 Kc6 Qa6+ 12 Kd5 Qd3+ is also perpetual check.

5                      ...Qb8+  
6 d8=Q                Qb5+  
                         ♠-♠

in view of perpetual check from the squares b8, b5 and e5.



*Matulovic-Siaperas, Athens 1969*

White has a winning position, and after 1 h5 b4 2 a4 (2 a×b4 would also win) b3 3 Rg3 Rb1+ 4 Kh2 b2 5 Rb3 Ra1 6 R×b2 R×a4 7 Kh3, the advance of the kingside pawns would quickly decide the game. But Matulovic decides on a different plan, which leads to an unpleasant surprise.

1 h5                      b4  
2 h6?                    b×a3  
3 h7                      a2  
4 h8=Q                a1=Q+  
5 Kh2

White assumed that as Black has no checks the completely naked Black king would quickly succumb to the onslaught of White's major pieces. The flaw in the logic is that Black in fact does have a check, indeed an infinite number of them.

5                      ...R×g2+!

Unexpectedly exploiting the pin along the long diagonal.

6 K×g2                Qb2+

and after many more moves the players agreed to a draw. One possible line is 7 Kf3 Qc3+ 8 Ke4 Qc4+ 9 Kf5 Qd5+ 10 Kg4 Qd4+ 11 Kg5 Qe5+ 12 Kg6 Qe6+ 13 Kh7 Qh3+ 18 Kg8 Qc8+ with a clear perpetual. As long as Black is careful to check along the long diagonal when the White king is on the h-file (to prevent the rook from



interposing), he can hardly go wrong.

It is well known that queen and knight co-operate well together in an attack and the following position provides another example of this rule.



Parma-Bukic, Yugoslavia Ch. 1978

1 f7

Q×f7

Parma claimed in *Informator* that Black could have won by 1...Ka8 but then:

(A) 2 a5? Q×f7 3 Q×g3 h1=Q 4 Q×e5 (with the twin threats of Qh8+–d4+ and Nb6+–c8+, with perpetual check in both cases) Qg8! 5 Nb6+ (or 5 Nc7+ Ka7 6 Qc5+ Kb8 7 N×a6+ b×a6 8 Qb6+ Qb7 and wins) Ka7 6 Qc7 (6 Qc5 Qhg1 defends) Qh3 and Black wins.

(B) 2 Q×g3? h1=Q 3 Qg8+ Ka7 4 f8=Q Qfb1+ 5 Ka3 Qa1+ 6 Kb4 (or 6 Kb3 Qhd1+ with similar play) Q×b2+ 7 Kc5 Qa3+ 8 Nb4 Qc6 mate.

(C) 2 Qh3! Q×f7 (after 2...Q×h3 3 f8=Q+ Ka7 4 Qc5+ Kb8 5 Qd6+ Ka8 6 Qf8+ White gives perpetual check) 3 Qc8+ Ka7 4 Qc5+ b6 (or 4...Kb8 5 Qd6+ Ka8 6 Qd8+ Ka7 7 Qb6+ with another draw) 5 Q×b6+ Ka8 6 Q×a6+ Kb8 7 Qb6+ Kc8 8 Qc6+ Kd8 9 Qd6+, and if Black attempts to avoid the perpetual check by 9...Ke8, then 10 Nf6+ Q×f6 11 Q×f6 h1=Q 12 Qg6+ and 13 Q×g3 gives White the advantage.

2 Q×g3

h1=Q

3 Q×e5+

Ka7

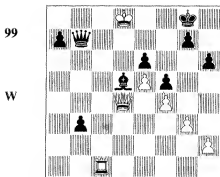
Black cannot avoid the draw, for example 3...Kc8 4 Nb6+ Kd8 5 Qd6+ Ke8 6 Nd5! and after both 6...Qf8 7 Qb8+ Kf7 8 Q×b7+ followed by a knight check and 6...Qg7 7 Nc7+ Black loses one of his queens.

4 Qd4+

Kb8

5 Qh8+

♠♠



*Mukhin-Makarychev, USSR 1975*

The position of the White king is rather unusual, but this does not mean that Black is likely to deliver mate, since his bishop can play no part in attacking the White king. In fact Black's main asset is his advanced b-pawn and this forces White to seek immediate counterplay.

<b>1 Rc7</b>	<b>Qb6</b>
<b>2 Qx b6</b>	<b>a x b6</b>

White's position now appears very difficult, since 3 Rc1? Be4 allows the b-pawn to promote. His only chance is an attack on Black's king.

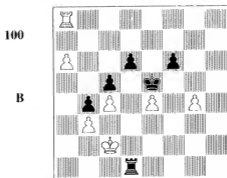
<b>3 Ke7!</b>	<b>b2</b>
<b>4 Rc8+</b>	<b>Kh7</b>
<b>5 Kf7</b>	<b>b1=Q</b>

Black has nothing better. After 5...Bc6 (5...Bf3 6 Rg8 Bh5+ 7 Kf8 draws) 6 Rg8 Be8+ 7 Rxc8! (7 Kf8 is unwise, owing to 7...Kg6 and the king slips out of the net) b1=Q 8 Rg8, with unavoidable perpetual.

**6 Rg8** ♞

as Black's huge material plus is of no help in preventing perpetual check by Rxc8+.

A similar last-minute rescue is performed by Black's rook in the next game.



*Savon-Kogan, USSR 1971*

**1                    ...Rh1!**

Black gives his rook ample room to check the White king. 1...Ra1? 2 a7 Kd4 allows White to expose the Black king to a fatal check by 3 g5! f×g5 4 e5!

**2 a7                    Kd4**  
**3 Rd8**

The best square, as in some variations the White rook can halt the checks by interposing down the d-file.

**3                    ...Rh2+**  
**4 Kd1**

After 4 Kc1 Black can transpose to the game by 4...Ke3! 5 R×d6 Ra2, but not 4...Rh1+? 5 Kd2 Rh2+ 6 Kc1 Ke3 7 Kf1 Kf3 8 Kg1 Rb2, as given in Informator, because of 9 a8=Q and the king hides at h3.

**4                    ...Ke3!**

White's reply is forced.

**5 R×d6                Rh1+**  
**6 Kc2                Rh2+**  
**7 Kc1                Ra2!**

7...Rh1+ 8 Rd1 Rh8 leaves the rook passively placed and allows White to win by 9 e5 f×e5 10 g5 etc.

**8 Kb1**

Or 8 R×f6 (8 Rd7 K×e4 draws, as the White king is bottled up on the first two ranks—if White tries marching over to the kingside Black plays...Ra2+ at a suitable moment to force White on to the first rank) R×a7 9 e5 Ra1+ 10 Kc2 Rg1 (renewing the perpetual threat) 11 Rd6 R×g4 12 c6 Re4 and White can make no progress.

**8                    ...Ra3**

8...R×a7 was also a comfortable draw.

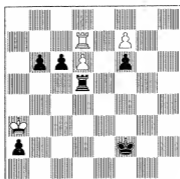


After 9 R×f6 R×a7 10 e5 (the loss of a tempo with respect to 8... R×a7 doesn't make much difference) Rg7 11 e6 R×g4 12 e7 Re4 13 Rf1 Ke2 14 Rf7 Kd3 (threatening perpetual check) 15 Rf3+ Kc2 16 Rf7 with a draw by repetition.

We end this chapter with a study based on the idea of avoiding perpetual check.

101

W



Win

A. Herbstman, 1st Pr.,

*Akhalgazrda Komunisti 1954*

White's f-pawn will become a queen ultimately, but first White must deal with the a-pawn. 99% of all chess-players would probably go 1 K×a2 without a second thought, but this allows 1...f5!, which covers the square e4 and so enables Black to threaten perpetual along the 5th rank. The only move to stop this is 2 Ra7, when Black replies 2...Re5! and White has no way to avoid the second perpetual check up and down the e-file (3 Re7 Ra5+).

**1 Kb2!!                      a1=Q+**

Or 1...f5 (1...Rb5+ 2 Ka1! and 1...Rd2+ 2 Ka1 lose quickly) 2 Ra7 (2 f8=Q? a1=Q+ draws) Re5 3 R×a2, lining up against the Black king and White wins.

**2 K×a1                      Ra5+**

This only delays Black's fate. The basic idea is seen in the line 2... f5 3 Ra7 Re5 4 Ra2+! and Black's king must give up control of e1 or e3, when there is no perpetual after 5 f8=Q.

**3 Kb2                      Rb5+**

3...Ra8 4 Re7 Rf8 5 d7 is hopeless.

<b>4 Kc3</b>	<b>Rc5+</b>
<b>5 Kd4</b>	<b>f5</b>

Black's last chance to play this move, for otherwise the king sneaks out via e4.

**6 Ra7!**

The only move to stop the threatened perpetual.

<b>6</b>	<b>...Rd5+</b>
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White must play to the a-file to escape the checks, but only Ka1 avoids the other perpetual after the reply ...Re5. So the shortest solution is

<b>7 Kc3</b>	<b>Rc5+</b>
<b>8 Kb2</b>	<b>Rb5+</b>
<b>9 Ka1</b>	<b>Re5</b>
<b>10 Ra2+</b>	

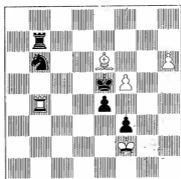
followed by 11 f8=Q and wins.

## 9 Passed pawns

Most of the positions in this book contain passed pawns, so to have a special chapter devoted to them might seem superfluous. However, there are a few interesting positions which don't fall into any other category and which have as their theme the battle of pieces against pawns. So these have found their way into Chapter 9. There are some more examples of this theme in the following chapter, but the most complex are here. I have found greater difficulty in analysing positions with pieces against pawns than with any other type of ending. Often a small finesse can turn the result of a variation upside down and the analyst has to go back to the beginning again! But I hope that I have arrived somewhere near the truth.

102

B



*Makarov-Umanski, Kharkov 1958*

Black's king is well placed for supporting the pawns, but his other pieces are badly immobilised. White threatens 2 R×b6 R×b6 3 h7 Rb2+ 4 Kg3 Rb8 5 Bg8 and the h-pawn promotes, so Black must act quickly.

1 ...Rc7!

If 1...Kf4 2 Bd5! N×d5 (2...Re7 3 R×e4+ wins) 3 R×b7 e3+ Kf1 f2 (4...e2+ 5 Kf2) 5 h7 Kf3 6 Rb3 and White wins.

2 R×b6 Kf4

Clearly best. 2...Rc2+ 3 Kg3 Rg2+ 4 Kh3 leads nowhere.

3 Rb1

The alternative was 3 Rb4 Rc2+ and now:

(A) 4 Ke1 f2+? 5 Kf1 Kf3 6 Rc4! (if 6 Rb3+ e3 7 Bd5+ Kf4, then White must avoid 8 Rb4+ Kg3 or 8 Bg2 Rc1+ 9 Ke2 Re1+ 10 Kd3 e2 and play 8 Kg2 Rc1 9 Rb4+ Kxf5 10 Bc4, with a draw) Rb2 7 Rc3+ e3 8 Bd5+ Kf4 9 Bc4 and White has winning chances.

(B) 4 Ke1 Kg3! 5 Rxe4! (5 Rb3? Kg2 and Black wins) f2+ 6 Kd1 f1=Q+ (Black cannot play for a win, e.g. 6...Rc5 7 Ke2 and Black must repeat by 7...Rc2+ or 6...Rb2? 7 Bc4) 7 Kxc2 with a draw.

(C) 4 Kf1 and Black should force a draw by 4...Rc1+ or 4...Rh2 (4...Kg3 5 Rxe4 Rh2 6 Ke1 transposes) 5 Ke1! Rh1+ (if 5...Kg3 6 Rxe4 or 5...f2+ 6 Ke2, then White wins) 6 Kf2 Rh2+ 7 Ke1 (7 Kgl? Kg3), with perpetual check.

**3**                    **...Rc2+**  
**4 Ke1**

The best move, as 4 Kf1 (4 Kgl Rg2+ 5 Kh1 Kg3, threatening 6...Rh2+ and 7...f2+, wins for Black) e3 5 Bd5 (5 h7 Rh2 6 Kgl Kg3 wins) Rh2 6 Kgl Rxh6 7 Bxf3 Kxf3 8 Rb3 offers Black very good winning chances.

**4**                    **...e3**  
**5 f6!**

This move enables the bishop to come back to g4 in some lines and is much better than 5 Bd5? f2+ 6 Kf1 Kg3 and wins.

**5**                    **...Kg3**

Other moves also lead to a draw:

(A) 5...f2+ 6 Kf1 Kg3 7 Bg4! Kxg4 8 Kg2 Rc7 9 Rh1 Rh7 10 f7 Rxf7 11 h7 e2 (11...f1=Q+ 12 Rxf1 Rxf7 doesn't change the result) 12 Rh4+ Kg5 13 Rh5+ Kg6 14 Rh6+ with perpetual check, since if Black ventures to the f-file White wins by Kxf2.

(B) 5...Rh2 6 Bc4! (6 Kd1? Rh1+ 7 Kc2 Rxb1 wins, as White must waste time recapturing the rook to prevent ...Rb8) Rh1+ 7 Bf1 e2 8 Kd2 (8 Kf2 loses to 8...Rh2+ 9 Kgl e1=Q 10 Rxe1 f2+ 11 Kxh2 fxe1=Q) exf1=Q (8...Rxf6 9 Bxe2 is an easy draw, while 8...Rxf1 9 f7 is certainly not favourable for Black) 9 Rxf1 Rxf6 (of course, not 9...Rxf1 10 f7) 10 f7 Rf6 11 Ra1 Rxf7 12 Ke1 Kg3 (12...Rh7 is also answered by 13 Ra8) 13 Ra8 (not 13 Kf1? Rh7 and Black wins) Rg7 14 Kf1 and draws.

**6 Kd1**                    **Rd2+**

Not 6...Rh2 7 f7 e2+ 8 Kd2.

**7 Kc1**                    **Rd8**

After 7...f2? 8 Bc4 e2 9 Kxd2 White surprisingly stops the pawns.

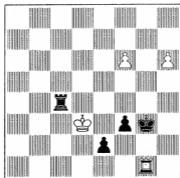
**8 Kc2**                    **e2**

Threatening ...f2, but it would have been a mistake to play 8...f2 first, as 9 Bc4 Rc8 10 Kd3 Rxc4 11 f7 Rc8 (11...Rf4 12 h7) 12 Kxc3 Rf8 13 h7 leaves White winning.

**9 Bc4**                      **Rc8**  
**10 Kd3**                    **Rxc4**  
**11 Rg1+**

**102a**

**B**



Not 11 Kxc4? f2 12 h7 f1=Q and Black wins, but White could have drawn more easily by 11 f7! Rc8 (11...Rf4 12 h7) 12 Ke3 (to prevent ...Kf2) Kg2 13 h7, reaching a position in which neither side can attempt to win.

**11**                      **...Kh2**

11...Kf2 12 Kxc4 Kxg1 transposes to the game.

**12 Kxc4**                      **Kxg1**

Black could have caused more problems with 12...f2! although 13 h7 (13 f7? f1=Q) f1=Q (the alternatives 13...Kxg1 14 h8=Q e1=Q 15 Qg7+ Kf1 16 f7 and 13...fxg1=Q 14 h8=Q+ Kg2 15 Qg7+ Kf1 16 Qxg1+ Kxg1 17 f7 also lead to draws) 14 h8=Q+ Kxg1 15 Qg7+ Kf2 (15...Qg2 16 Qxg2+) 16 Qa7+ Kf3 17 Qb7+ Kf4 (the only way Black can make progress is to capture the White pawn, so as to allow the interposition of his queen) 18 Qc7+ Kf5 19 Qd7+ Kxf6 20 Qd8+ Kf5 21 Qf8+ Kg4 (it is interesting to compare this ending with that arising in the game Estrin-Pytel from Chapter 10) 22 Qg7+ Kf3 23 Qf6+ Kg2 24 Qg5+ Kh2 (24...Kf2 25 Qf4+ Ke1 26 Qc1+) 25 Qh4+ Qh3 26 Qf2+ Qg2 27 Qh4+ Kg1 28 Qe1+ leads, nevertheless, to a draw.

**13 f7**                      **e1=Q**

13...f2 14 f8=Q f1=Q 15 Qg7+ Kh1 16 Qb7+ is similar to the last note.

**14 f8=Q**                      **f2**



14...Qe4+ 15 Kc3 f2 16 Qg7+ Kh1 17 h7 is another line leading to a draw.

15 Qg7+

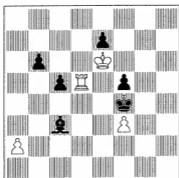


15...Kf1 16 h7 or 15...Kh1 16 Qb7+ are both draws.

The next position was analysed in various publications and resulted in a notable difference of opinion.

103

B



Matulovic-Dueball, Vratsa 1975

1

...K×f3?

Dueball, analysing in *Informator*, gave this move two question marks whereas Barcza, analysing in *The Chess Player*, gave it two exclamation marks. Who was right? Dueball's 'winning' line, 1...Bd4, also leads to a draw, so the move should not affect the result of the game. However, Black is definitely fighting for the draw after 1...K×f3? so I think that one question mark is about right! After 1...Bd4 2 R×f5+ Ke3 3 Kd5! (White must prevent the advance of the c-pawn) there are various moves:

(A) 3...e6+ 4 K×e6 c4 5 Kd5 c3 6 Rh5 c2 7 Rh1 Bb2 (White threatens Rc1, so Black must move his bishop and if 7...Be5 then 8 Kc6 Kd2 9 f4 c1=Q 10 R×c1 K×c1 11 f5 Kb2 12 f6 Ka3 13 f7 draws) 8 Kc6 and captures the last pawn.

(B) 3...Kd3 4 Rf4 e5 (4...Be3 5 Re4 b5 6 R×e3+ K×e3 7 K×c5 K×f3 8 K×b5 e5 9 a4 and both sides promote) 5 Rh4 (5 Re4 is also good) c4 6 f4 e4 7 f5 c3 8 R×e4 Be3 9 f6 c2 10 Rc4 c1=Q 11 R×c1 B×c1 12 f7 Ba3 13 Kc6, with again an easy draw.

(C) 3...b5 4 Rf7 (the simplest move) e5 5 Rb7 c4 (5...b4 6 a3 b×a3 7 Rb3+ and 8 R×a3 draws) 6 a4 b×a4 (6...c3 7 a×b5 is simple) 7 K×c4 K×f3 8 Kb4, followed by the elimination of every Black pawn. (The above lines are based on an analysis by A. Becker in *Deutsche Schachzeitung*.)

**2 Rd3+ Kg2!**

From now on Dueball plays very accurately to hold the game. The alternative line 2...Ke2? (2...Ke4? 3 R×c3 f4 4 Rc4+ Ke3 5 Ke5 f3 6 Rc3+ Kc2 7 Ke4 transposes to the analysis of 2...Ke2) 3 R×c3 f4 (3...Kd2 4 Rb3 c4 5 R×b6 f4 6 Kd5 c3 7 Ke4 c2 8 Rc6 e5 9 a4 c1=Q 10 R×c1 K×c1 11 a5 Kd2 12 a6 Ke2 13 a7 f3 14 a8=Q f2 15 Qa6+ Kc1 16 Ke3, with a win for White) 4 Ke5 f3 5 Ke4 f2 6 Rc2+ Ke1 7 Ke3 f1=N+ 8 Kd3 Ng3 (to prevent 9 Re2+) 9 Rb2 and White's outside a-pawn will be decisive, as none of the Black pieces are in a reasonable position to stop it. The bad position of Black's king in this line persuades Dueball to put it out of harm's way on g2.

**3 R×c3 f4**  
**4 Rc2+ Kg1!**

4...Kg3? wastes time, as the king must return in order to promote the f-pawn, so White wins after 5 Rb2 f3 6 R×b6 f2 7 Rb1 c4 8 Kd5 c3 9 Kd4 c2 10 Rc1 Kg2 (or else White just pushes his a-pawn) 11 R×c2 Kg1 12 R×f2, promoting the pawn.

**5 Rc1+**

5 Rb2 f3 6 R×b6 f2 7 Rb1+ f1=Q 8 R×f1+ K×f1 9 Kd5 Ke2 10 a4 Kd3 11 K×c5 (or else 11...c4) e5 only leads to a drawn position.

**5 ...Kg2**  
**6 Kd5 f3**  
**7 Kc6 f2**  
**8 K×b6 e5**

8...f1=Q 9 R×f1 K×f1 10 K×c5 is winning for White, but Black could have drawn more comfortably by 8...c4! 9 Kc5 (not now 9...c3? 10 Kc4 e5 11 K×c3 Kf3 12 Rb1! e4 13 Rb8 Ke2 14 Rf8 e3 15 Kd4 Kd2 16 a4 or 11...e4 12 Kd4 Kf3 13 Rc8, and in both cases White wins) e5! 10 K×c4 Kf3 11 a4 (there is no choice, the idea of playing the rook to the eighth being impossible as the Black pawn promotes with check) e4 12 a5 e3 13 a6 e2 14 a7 e1=Q 15 a8=Q+ Qe4+ 16 Q×e4+ K×e4, followed by ...Ke3-e2.

**9 K×c5 Kf3!**

As above, 9...e4? loses to 10 Kd4 Kf3 11 Rc8 e3 12 Rf8+ Ke2 13 a4.

**10 a4**

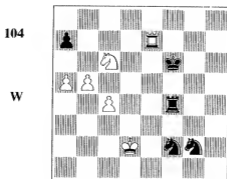
10 Rb1 is pointless, as 10...e4 11 Rb8 e3 12 Rf8+ Kg4 even wins for Black.

**10 ...e4**  
**11 a5 e3**  
**12 a6 e2**

13 a7 e1=Q  
 14 a8=Q+

Although White can give a lot of checks it is impossible for him to make any real progress and the game concluded 14...Kg3 15 Qg8+ Kh2 16 Qh7+ Kg3 17 Qg6+ Kf3 18 Qf5+ Kg3 19 Qg5+ Kf3 20 Qd5+ Kg3 21 Qd3+ Kg2 22 Qd5+ (even 22 Rc2 Qa5+ 23 Kc6 Qa4+ and 24...Qxc2 is a draw) Kg3 23 Qg5+ Kf3 24 Qh5+ Kg3  $\frac{1}{2}$ - $\frac{1}{2}$ .

Black's wayward knight on g2 is largely responsible for his defeat in the following position.



*Gufeld-Smyslov, USSR 1975*

1 e5!

Preparing a further sacrifice. After 1 b6 a×b6 2 a×b6 Ne4+ (2... R×c4 3 b7 R×c6 4 b8=Q K×e7 5 Qa7+ offers White good winning chances after 5...Ke8 6 Q×f2 Rg6 7 Kd3) 3 Ke2 (3 Kc1 Nd6 is also a clear-cut draw) Nc5 White loses his c-pawn and any winning chances.

1 ...Ne4+  
 2 R×e4 R×e4  
 3 b6

Threatening 4 b×a7 Re8 5 Nb8.

3 ...Re8

After 3...a×b6 4 c×b6 Ne3 5 b7 Re8 6 a6 Nc4+ 7 Kd3 Nd6 8 b8=Q R×b8 9 N×b8 Nc8, White reaches a winning knight ending and finishes Black off by 10 Kc4 Ke7 11 Kc5 Kd8 12 Kc6 Ne7+ 13 Kb7 Nc8 14 Nc6+ Kd7 15 Ne5+ Kd8 16 Kb8 (zugzwang) Nb6 17 a7 Na8 (17...Ke7/e8 18 Kb7) 18 Kb7 Nc7 19 Nc4 Na8 (19...Kd7 20 Nb6+ and both 20...Kd8 21 Kc6 and 20...Kd6 21 Nd5! win for White) 20 Nb6 Nc7 21 Kc6 and White wins.

4 N×a7

4 b×a7 Ra8 and 4 b7 Ke6 5 b8=Q R×b8 6 N×b8 Kd5 offer White no winning chances.

4 ...Ne3

Or 4...Ke6 5 b7 Kd7 6 a6 Kc7 (6...Ne3 7 Nc8! when 7...R×c8 8 a7 and 7...Kc7 8 Nd6 followed by 9 a7 are winning for White) 7 Nb5+ Kc6 8 Nd6 Rd8 9 a7 R×d6+ 10 c×d6 K×b7 11 d7 and White promotes.

5 a6 Nc4+

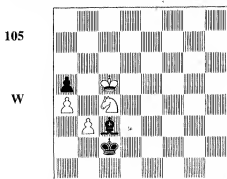
The critical line is 5...Ke6 (5...Ke5 is also answered by 6 Nc8!) 6 Nc8! (6 K×e3? Kd5+ is a draw after both 7 Kf4 K×c5 8 b7 Kb6 9 Nc8+ Kc7 10 Nd6 Rf8+ 11 Ke5 Kb6 12 Nc8+ Kc7 13 Nd6 and 7 Kd3 K×c5 8 b7 Kb6 9 Nc8+ Kc7, as 10 Nd6 fails to 10...Rd8) Nc4+ (6...Kd7 7 a7 wins) 7 Kc3 N×b6 (or 7...Na5 8 b7 Nc6 9 a7 N×a7 10 b8=Q N×c8 11 Qc7 with a winning position, while 7...R×c8 8 K×c4 wins at once) 8 N×b6 (threatening a7) Re7 9 Kc4 Ra7 10 Kb5 Rc7 11 c6 Kd6 12 Nc4+ Kd5 13 Na5, followed by Kb6 and a7, when White wins.

6 Kc3 Ne5  
7 b7 Ke6  
8 c6 Kd5

Or 8...Kd6 9 Nc8+ and 10 a7.

9 c7 1-0

To end the chapter, a simple position. Only a couple of accurate moves are necessary to force the draw in the following ending.



*Parma-Gligoric, Bled 1961*

White's b-pawn cannot be defended, so he has only one winning attempt:

**1 N×a5!**

Now if 1...B×a5 2 b4 Bc7 3 a5 Kb3 4 a6 Bh2 (4...Bb8 5 b5 Ka4 6 b6 wins) 5 Kc6 Bg1 6 b5 Ka4 7 b6 White wins.

**1                    ...Kb2!**

White is curiously immobilised. After 2 Kb5 Ka3 3 Kb6 Kb4 4 Ka6 Be1 or 2 Kb6 Ka3 3 Kb5 Be1 4 Kb6 Kb4 White can move absolutely nothing, while 2 b4 Ka3 drops a pawn immediately. Instead White decides to cover the pawn on b3, so as to threaten to move the knight.

**2 Kc4                    B×a5!**

Now this is possible.

**3 b4                    Bb6**  
**4 a5                    Bf2**  
**5 a6**

5 b5 Ka3 6 b6 Ka4 7 b7 Ba7 also leads to a draw.

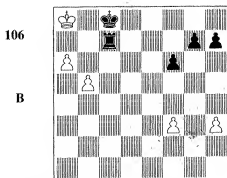
**5                    ...Ba7**  
**6 Kb5                Kc3**  
**7 Ka4                Bb6**



## 10 Rook endings

When collecting positions for this book I discovered that a surprisingly large percentage of them were rook endings. Whether this is because rook endings are the most common type of ending in practice or because rook endings are more often tactical than other endings is hard to say; probably both factors are relevant. Rook endings are notoriously difficult to play and the positions in this chapter bear out this opinion, since most of them were inaccurately played.

First there are some positions in which one side has a rook and the other doesn't. Naturally there must be some compensation in the way of passed pawns for the other player, the number varying between two and five (!).



*Milenkovic-Stankov, Yugoslavia 1970*

1

...Rc6

A spectacular winning move, but as an objective annotator I should point out that more mundane methods were also effective, e.g. 1... Rc1 2 b6 Rb1 3 b7+ (3 Ka7 g5 4 h4 g×h4 5 f4, attempting to force stalemate by 6 f5 and 7 b7+ Kc7 8 b8=Q+, fails to 5...R×b6 6 K×b6 Kb8) Kc7 4 h4 g5 5 h5 (White is trying to exhaust his tempi on the kingside and then force stalemate by playing a7) Rb6! 6 Ka7 h6 7 f4 g4 8 f5 R×a6+ 9 K×a6 Kb8 winning.

2 b×c6

Black threatened 2...Rb6 and if 2 Ka7 Kc7, forcing 3 b×c6 (or else

...Rb6), when it takes White longer to set up a stalemate on the queenside.

2                      ...g5!

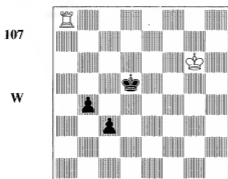
Fixing White's pawns. The only hope for White is to set up stalemate by a7 and c7.

3 a7                      f5  
4 c7

Or 4 h4 g4 5 h5 g3 winning, as White is one tempo short.

4                      ...f4  
5 h4                      g4  
6 h5                      h6!

and Black mates in four more moves.



A. Petrosian–Tsheshkovsky, USSR 1976

White played the natural 1 Kf5 and the players agreed to a draw. But Black could have won in the final position! However, the process is by no means simple.

1 Kf5                      b3!

The superficially tempting move is 1...c2?, but then White draws by 2 Rd8+ Kc4 3 Ke4 Kc3 (3...b3 4 Rc8+ Kb4 5 Kd3 Ka3 6 Rxc2 offers fewer chances) 4 Rc8+ Kd2 (4...Kb2 5 Kd3 b3 6 Kd2 is also drawn) 5 Rd8+ Ke2 (or 5...Kc1 6 Kd3 b3 7 Rc8 Kd1 8 Rh8 with a draw after both 8...Kc1 and 8...c1=N+) 6 Rc8 b3 7 Rc3! (the only move to draw) Kd2 8 Rd3+ Ke2 9 Re3+ Kf2 10 Rf3+ Kg1 (10...Kg2 11 Rc3, followed by 12 Kd3 and 13 Rxc2 draws) 11 Rg3+ and so on.

2 Rd8+                      Kc5!

Not 2...Kc4? 3 Ke4 b2 (3...c2 transposes to the last note) 4 Rc8+

Kb3 5 Rb8+ Kc2 6 Kd4 with an easy draw.

**3 Rc8+**

Both 3 Ke4 b2 4 Rc8+ Kd6 5 Rb8 c2 and 3 Ke5 c2 win for Black.

<b>3</b>	<b>...Kd4</b>
<b>4 Rd8+</b>	<b>Ke3</b>
<b>5 Rb8</b>	

If 5 Re8+ (5 Rc8 c2 is hopeless) Kd2 6 Rd8+ Kc1 7 Rd3 Kc2 and Black wins. White's 5 Rb8 is only possible because of the bad position of Black's king; but Black had no choice, since 4...Kc4 would have transposed to the note to Black's second move.

<b>5</b>	<b>...b2</b>
<b>6 Ke5</b>	

If 6 Rb3 Kd4 7 Rb4+ Kc5 and wins. After 6 Ke5 Black faces the problem of playing ...c2. This is only possible when the Black king is on the first rank, but attempting to retreat immediately fails, for example 6...Kd2? 7 Kd4 or 6...Ke2? 7 Kd4. Black must first lure the White king to the right, so that when Black plays his king to the second rank White cannot reply by attacking the c3 pawn with his king.

<b>6</b>	<b>...Kf3!</b>
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6...Kd3 7 Kd5 still wins, but only if Black repeats by 7...Ke3. Now, however, the threat is 7...c2 8 Rb3+ Kg4, so the White king must oppose.

<b>7 Kf5</b>	<b>Ke2!</b>
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Attempting to repeat the trick by 7...Kg3? is unwise, due to 8 Rb3! Kh4 (8...Kf2 9 Ke4 Ke2 10 Kd4 Kd2 11 Kc4 is zugzwang) 9 Rb4+ Kh5 10 Rb8 Kh6 11 Kf6 Kh7 12 Rb7+ with a draw.

<b>8 Ke4</b>	<b>Kd1</b>
<b>9 Kd3</b>	<b>c2</b>
<b>10 Rb8</b>	<b>c1=N+!</b>

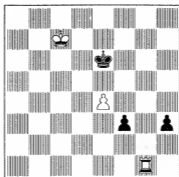
and 11...b1=Q winning.

The next position also sees the side with pawns forced to manoeuvre cleverly in order to win.



108

B

*Kasimov-Komay, Israel 1979*

First let's look at the game continuation:

**1**                    **...h2?**

Although Black advances both pawns to the seventh rank easily enough it is hard for him to bring the king up to support them, since White can sometimes capture one pawn and at the same time pin the other.

**2 Rh1!**                **f2**  
**3 Kc6**                    **Ke5**

and after **4 Kc5 K×e4 5 Kc4 Ke3** (this makes no difference—Black has to go to f3 next move) **6 Kc3 Kf3** (6...Ke2 7 R×h2) **7 Kd3 Kg2 8 Ke2** the players agreed to a draw.

Another bad idea is **1...f2? 2 Rf1!** (White must force the other pawn to the seventh, since **2 Rh1? Kc5** transposes to the note to Black's first move in the line below) **h2 3 Kc6 Ke5 4 Kc5 K×e4 5 Kc4 Ke3** (5...Kf3 6 Kd3 Kg2 7 Ke2 is also drawn) **6 Rh1! Kf3 7 Kd3**, with the same position as in the last line. The correct plan is to bring the king up first and to retain the option of pushing either pawn to the seventh.

**1**                    **...Ke5!**

Now moves with the rook lose, for example **2 Rh1 f2 3 Kc6** (3 Rf1 h2 4 Kc6 K×e4 5 Kc5 Kf3 and 6...Kg2 wins) **K×e4 4 Kc5 Kf3!** (intending 5...Kg2 and 6...f1=Q) **5 R×h3+ Kg2** winning, or **2 Rf1 K×e4** (not **2...h2? 3 Kc6! K×e4 4 Kc5 Ke3 5 Kc4 Ke2 6 Rh1** or **4...f2 5 Kc4**, with a draw in both cases) **3 Kc6**, transposing into the main line. So White moves his king.

**2 Kc6**                    **K×e4**  
**3 Rf1**

Or 3 Rg4+ (3 Kc5 f2 4 Rh1 Kf3 wins) Ke5! (not 3...Ke3? 4 Rh4, with a draw) 4 Rg1 Kf4! 5 Kd5 f2 6 Rg8 (6 Ra1 Kf3 and 7...Kg2) Ke3 7 Re8+ Kd2 8 Rf8 Ke2 9 Re8+ Kd1 10 Rf8 h2 and wins.

**3**                    **...Kf4!**

Not 3...h2? 4 Kc5, transposing to the note to Black's first move, nor 3...Ke3? 4 Rh1.

**4 Kc5**

If White blocks the d-file by 4 Kd5 Black wins more easily by 4...Kg3 5 Rg1+ Kh2 6 Rg8 f2 7 Rf8 Kg2 8 Rg8+ Kf3 9 Rf8+ Ke2 10 Re8+ Kd1 (10...Kd2? 11 Rf8 repeats) 11 Rf8 h2, promoting a pawn.

**4**                    **...Kg3**  
**5 Rg1+**            **Kh2**  
**6 Rg8**              **f2**  
**7 Rf8**              **Kg3!**

With the king on c5 going across the board fails to win: 7...Kg2 8 Rg8+ Kf3 9 Rf8+ Kc2 10 Re8+ Kd1 11 Rd8+ Kc1 (11...Kc2 12 Rf8 draws at once) 12 Ra8! h2 (the only way to avoid a repetition) 13 Ra1+ Kd2 14 Rh1 (threatening R×h2) Kc3 15 Kd5 Kd3 16 Kc5 Ke3 17 Kc4 Kf3 18 Kd3 with a draw, as in the game continuation. So instead Black goes up the board.

**8 Rg8+**

If 8 Kd4 the previous plan works, e.g. 8...Kg2! (8...h2? 9 Kc3 draws) 9 Rg8+ Kf3 10 Rf8+ Ke2 11 Re8+ Kd1 12 Rf8 h2.

**8**                    **...Kh4**  
**9 Rf8**

If White keeps checking Black plays ...Kg5-h6-g7.

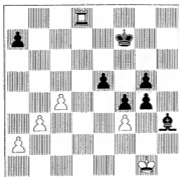
**9**                    **...h2**  
**10 Rh8+**          **Kg5**  
**11 Rg8+**          **Kh6**  
**12 Rh8+**          **Kg7**

and wins.

The next example contains a number of errors by both players, but as a result, an extraordinary position is arrived at!

109

W



*Stein-A. Herzog, Greifensee 1972*

Both sides were very short of time to reach move 40, which is move 9 in the score below. White has a passed pawn which cannot be stopped, since the Black king is cut off, so Black's hopes lie entirely with the counterplay offered by his kingside pawn mass.

**1 Kh2!**

The best move, forcing Black to sacrifice in order to mobilise his pawns.

**1                   ...gxf3!**

An extraordinary idea, which just draws in several lines! The alternative was 1...Bf1 2 fxf4 e4, when again it is not easy to see how White can win, e.g. 3 c5 (3 Rd1 Bd3 and the Black king can come over to stop the c-pawn) e3 4 Kg1 Bh3 5 Rd3 (5...f3 was a threat) Bxf4 6 c6 Kf6 7 c7 Ke5 8 Rd8 f3 9 c8=Q Bxc8 10 Rxc8 Kf4, with a probable draw. The move Black chose has the merit of being more likely to confuse an opponent in time trouble.

**2 Kxh3           e4**

**3 Kg4**

Black also scrapes a draw after 3 Kh2 e3 (3...g4 4 Kg1 g3 loses to 5 Rd4, but 4...e3, transposing, is possible) 4 Kg1 e2 (4...g4 5 Rd4 e2 6 Rxf4+ Kg6 7 Kf2! g3+ 8 Ke1 g2 9 Rg4+ transposes, but White should avoid 7 Re4 g3 and Black wins—7 Rxf4+ Kf5 8 Kf2 Kxf4 9 c5 is another draw, however) 5 Kf2 g4 6 Rd4 g3+ 7 Ke1 g2 8 Rxf4+ Kg6 9 Rg4+ Kf5 10 Rg8 Ke4 11 Kf2 (11 c5 Ke3 12 Re8+ Kd3 13 Kf2 Kd2 transposes) Kd3 12 c5 Kd2 13 Rd8+ Kc2 14 Re8 Kd2 15 c6 g1=Q+ 16 Kxg1 e1=Q+ 17 Rxe1 Kxe1 18 e7 f2+ 19 Kh2 f1=Q 20 e8=Q Of4+, when the half-point is not far away.

**3                   ...f2**

**4 Rd1           e3**

<b>5 Kf3</b>	<b>g4+</b>
<b>6 Ke2</b>	<b>g3</b>

Black could have set a trap with 6...Ke6 7 c5 Ke5, for then 8 c6? loses to 8...Ke4 9 c7 f3+ 10 Kf1 g3 mating, while 8 Rf1? intending 8...Ke4 9 Rxf2 f3+ 10 Ke1 exf2+ 11 Kxf2 Kf4 12 c6 g3+ 13 Kf1, with a draw, fails as Black plays 10...g3! in this line and wins. The only good move is 8 Rcl! when 8...Kd4 9 Rc4+ is a draw by repetition, while 8...g3 9 Kf3 transposes into what should have been the main line.

<b>7 Kf3</b>	<b>Ke6</b>
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Not 7...g2 8 Kxg2 e2 9 Rd7+ Ke6 10 Kxf2 Kxd7 11 Kxe2, with a winning king and pawn ending.

**8 c5**

By providing a check on d6 White again prevents ...g2.

<b>8</b>	<b>...a5??</b>
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Black sees that 9 c6 g2 10 Kxg2 e2 11 c7 leads to a draw after 11...f1=Q+ or 11...cxd1=Q, but both players miss the reply 9 Rcl! Kd5 (9...Kd7 10 c6+ Kc7 11 a3 and the advance of the b-pawn decides) 10 c6 Kd4 11 c7 with an immediate win for White.

<b>9 a3?</b>	<b>Ke5</b>
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The time control had been reached now and we can imagine the players settling down to assess the position. Black could have played 8...Ke5! and arrived at this position without the intervening moves ...a5 and a3. What is the difference? Surprisingly this small change in the position is the difference between a draw and a win for White!

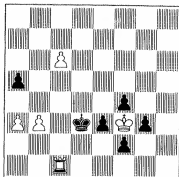
**10 Rcl**

Black was finally threatening 10...g2 so White was forced to move the rook.

<b>10</b>	<b>...Kd4</b>
<b>11 c6</b>	<b>Kd3</b>

109a

W



Black in fact resigned at this point (during the adjournment).

12 c7 e2  
13 c8=Q

13 Rc3+ Kd2 14 Rc2+ is a draw, but White has better.

13 ...f1=Q+  
14 Kg4 e1=Q

The play has been forced up to here, but now White must choose the most effective check.

15 Qc4+

Attempting to deliver mate by 15 Qd7+ Ke4 or 15 Qc4+ Kd2 16 Rc2+ Kd1 gives White nothing, so he just regains his material.

15 ...Kd2  
16 Qxf1 Qxc1

Or 16...Qe6+ (16...Qxf1 17 Rxf1 Ke2 18 Ra1 wins) 17 Kxf4 Qf7+ 18 Kxg3 Qg6+ 19 Kh2 Qh5+ 20 Kg1 Qg4+ 21 Qg2+, with a winning king and pawn ending.

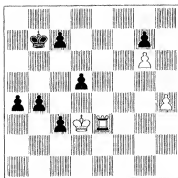
17 Qxf4+ Kc2  
18 Qxc1+ Kxc1  
19 Kxg3

Now we see the significance of the pawn moves on the queenside. If Black had played 8...Kc5! he would now draw with ...Kb2, but as it is 19...Kb2 loses after 20 b4 a4 21 b5 Kxa3 22 b6 and his pawn is only on the sixth when White promotes.

Black has a record number of passed pawns in the next position.

110

B



Bangiev-Zilberman, USSR 1975

Who is better? Black has an army of passed pawns, but White too can promote a pawn. The game finished **1...a3?? 2 h5** (Black has cunningly immobilised all his pawns) c5 (2...a2 3 Re1 doesn't help) **3 h6 c4+ 4 Kd4 and Black resigned**, since 4...a2 5 Re1 c2 (5...b3 6 Kxc3 d4+ 7 Kb2 wins as well) 6 hxg7 b3 is too late. This position was analysed by Boleslavsky and Kapengut in *The Chess Player* and they concluded that Black was better and gave a complicated line ending in a draw. In the original edition of this book I provided some more analysis, but again concluded that the position should be a draw. Since then I have discovered that almost all this analysis is wrong and over the past few years I have been convinced alternately that Black/White is winning. Now I am back to my original conclusion of a draw, but for completely different reasons.

**1** ...c5!  
**2 Re2!**

This move is best, even though 2 h5 also leads to a draw after 2...c4+ 3 Ke2 (3 Kd4 c2 4 Re1 b3 5 h6 b2 6 hxg7 b1=Q 7 g8=Q Qxe1 8 Qxd5+ is a draw) d4! (3...c2 4 Kd2 d4 allows 5 Re1!) 4 h6 (4 Re7+ Kc6 5 h6 d3+ 6 Kf3! c2 7 hxg7 d2 8 g8=Q d1=Q+ is very unclear, although surely not bad for Black, and the same comment applies to 6 Kf2 c2 7 hxg7 c1=Q 8 g8=Q Qf4+, although here Black's advantage is a little more concrete, since he picks up the rook in a couple of moves) c2 (4...dxc3 5 hxg7 c2 6 g8=Q c1=Q allows an immediate draw by perpetual check) 5 Re7+ Kc6 6 Kd2 c3+ 7 Kxc2 b3+ 8 Kd3 b2 9 Re1 (not 9 Kc2 d3+ 10 Kb1 a3 winning) a3 10 hxg7 a2 11 g8=Q b1=Q+ 12 Rxb1 axb1=Q+ 13 Kxd4 c2 and again White gives perpetual check.

After 2 Re2 Black can only save himself by very accurate play. There are two plausible lines, 2...d4 and 2...c4+.

A) **2** ...d4?

This move should lose. Once again there are two possibilities:

A1)                    3 h5

This is the obvious move, but now Black can draw.

3                    ...b3  
4 h6                b2!

4...c4+ (4...c2? 5 Rxc2 wins) is not so clear since after 5 Kxd4 (5 Kxc4 c2) c2 (5...b2? 6 Kxc3 b1=Q 7 Rb2+ wins) 6 h×g7 c1=Q 7 g8=Q Qd1+ (Black can try 7...Qf4+ but the queen and rook control enough squares to make perpetual check impossible; however it may be that if the king occupies e6 or e7, say, Black can play ...b2 because the rook cannot enter the attack with check) 8 Kc5 Q×e2 9 Qd5+ White still has winning chances. If Black allows his king to be driven into the corner he loses, for example 9...Ka7 10 Qd7+ Ka6 11 Qc6+ Ka7 12 Qc7+ Ka8 13 g7 Qf2+ (or 13...Qe3+ 14 Kb5 Qg5+ 15 Ka6) 14 Kb5 Qf5+ 15 Kb6! Qf2+ 16 Ka6 followed by Qb6. Thus Black should try 9...Kc7 but even here White has good prospects. Since 4...b2! is a forced draw it is a much better move.

5 Re1

White should avoid 5 Kc2 d3+ 6 Kxc3 d×e2 and 5 Rxb2+ cxb2 6 Kc2 a3 7 h×g7 d3+.

5                    ...a3  
6 h×g7            a2  
7 g8=Q            b1=Q+  
8 Kc4

Again White would risk losing if he tried 8 Kc2.

8                    ...Q×e1

8...Qb4+ 9 Kd3 Qb1+ is another way to draw.

9 Qd5+

with perpetual check since if the king tries to slip away via the e-file White can force it back with Qf7+.

A2)                    3 Rc2!

The manoeuvre Rc2-c2 is particularly paradoxical in that the time element would appear to be of paramount importance, and this suggests pushing the h-pawn. However the possibility of sacrificing the rook at c3 slows Black down and White gains more time than he expends with the rook move.

3                    ...Kc6

Or 3...b3 (3...a3 4 Kc4 leads to the complete blockade of the black

pawns, e.g. 4...d3 5 K×d3 b3 6 R×c3 b2 7 Kc2) 4 R×c3 b2 5 Kc2 d×c3 6 h5 a3 7 Kb1 and Black's king is too far away from b3.

**4 h5                      Kd5**

4...Kb5 5 h6 b3 6 h×g7 b2 7 g8=Q b1=Q 8 Qb8+ wins, as does 4...a3 5 h6 b3 6 R×c3 b2 7 Kc2 d×c3 8 Kb1.

**5 R×c3!**

The simplest, although 5 h6 should also win.

**5                              ...d×c3**  
**6 h6                          c4+**  
**7 Kc2                          Kd4**

In other lines black loses because White promotes with check.

**8 h×g7                      b3+**  
**9 Kc1**

and Black's counterplay is one tempo too slow.

B)                              2                              ...c4+

With the right follow-up this leads to a draw.

**3 Kd4                          a3**

After 3...c2 4 R×c2 b3 (4...a3 5 h5 b3 also transposes) 5 Rc1 Black has nothing better than 5...a3 leading to variation B1.

**4 h5!**

The move 4 Kc5, recommended by the Russians and by myself, actually loses after 4...c2 (4...b3? 5 Re7+ is a draw after 5...Ka6 6 Re6+, since 5...Kb8? loses after 6 Kb6 Kc8 7 Kc6 Kd8 8 R×g7 followed by 9 Rd7+ and 10 g7) 5 Re7+ Kc8! (5...Ka6? 6 Kc6 c1=Q 7 Re8 Ka7 8 Re7+ is only a draw) 6 Re1 (6 Kc6 Kd8 is no improvement; all it does is to prolong the game by two moves) b3 7 h5 c1=Q! (with this move Black arranges to promote on a1 instead of b1 or c1; 7...b2 8 h6 b1=Q 9 h×g7 Q×e1 10 g8=Q+ allows White to force perpetual check) 8 R×c1 b2 9 Rf1 (the best chance) a2 10 Kc6 (the plan with h6 no longer operates, because the a1 queen can check at a7) Kb8! (10...Kd8 11 Kd6 Ke8 12 Re1+ and the king must return to d8 because 12...Kf8 13 Kd7 forces mate) 11 Rf8+ Ka7 12 Rf7+ Ka6 13 Rf8 Ka5 14 Kc5 Ka4 and Black wins because the White king cannot move to c4. Now there is a divergence:

B1)                              4                              ...c2?

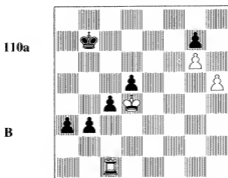
After 4...a2 5 R×a2 b3 6 K×c3 (or 6 Ra1 c2 7 Kc3 d4+ 8 Kb2 d3 9 Kc3 d2 10 K×d2 b2 11 Ra7+!) b×a2 7 Kb2 White stops the Black pawns and promotes his own before Black's king can come to the rescue. The



play after 4...c2? is sufficiently interesting to be worth analysing in detail, even though Black has a clear drawing alternative.

5 Rxc2            b3  
6 Rc1

All other moves lose, for example 6 Kc3 d4+ 7 Kd2 bxc2 8 Kxc2 (or 8 h6 a2) d3+ and Black promotes first.



6                    ...Kc6!

Only a king move keeps Black in the game. The point is that an immediate pawn push loses:

1) 6...b2 7 Rb1 Kc6 (Black suffered from the unfortunate position of his king on the b-file) 8 Kc3 d4+ (if Black plays to win the rook by ...a2 Kxb2 axb1=Q+ then he loses because his king is one square too far away from the kingside pawns) 9 Kc2 d3+ (9...c3 10 Kb3 or 9...Kc5 10 h6 Kb4 11 hxc7 wins) 10 Kc3 d2 11 Rd1 and the pawns are blocked.

2) 6...a2 7 Kc3 Kb6 (7...d4+ 8 Kb2 wins a pawn) 8 h6 d4+ 9 Kb2 Kb5 10 hxg7 Kb4 11 Rxc4+ wins.

Therefore Black must move his king. Since ...Kb6 carries no threat he must play ...Ka6 or ...Kc6, so as to threaten ...b2. Certainly ...Kc6 cannot be worse than ...Ka6 and it has some advantages, namely that the king can move to c5 and Black avoids tactical problems arising because of the rook taking a pawn with check.

7 Rh1!!

Probably the only move to win. White must meet the threat of ...b2 and since 7 Kc3 loses to 7...d4+ this means a rook move along the first rank. 7 Rd1 (7 Rb1? a2 and 7 Ra1? b2 are immediate disasters) is tempting, but 7...b2! 8 Kc3 d4+ 9 Kc2 c3! 10 Kb3 a2 11 Kxa2 c2 wins, revealing that d1 is a vulnerable square. It doesn't seem to matter whether White chooses e1, f1, g1 or h1 but there is a vital difference, as we shall see.

7                      ...b2

7...a2 8 Kc3 Kc5 (8...d4+ 9 Kb2 Kc5 10 Ka3! holds the pawns up for several moves) 9 Kb2 (threat Ka3) Kb4 10 Rh4! and White surprisingly blockades the pawns for long enough to win.

8 Kc3                      d4+

8...Kc5 9 h6 d4+ transposes.

9 Kc2                      Kc5

9...c3 10 Kb3 and 9...d3+ 10 Kc3 lose at once.

10 h6                      Kb4

11 h7!                      d3+

12 Kd2

Not 12 Kd1?? Kb3 and White is mated.

12                      ...c3+

13 Kx d3

13 Kc3? c2 enables Black to promote with check under more favourable circumstances, since the White king cannot hide from checks if the Black queen appears at e1.

13                      ...a2

14 h8=Q                      b1=Q+

Now we can see the point of White's 7th and 11th moves. The rook is defended so White can afford to move his king.

15 Ke3!

After 15 Kd4? Qxg6 the fourth rank is blocked and I cannot see a win since the rook is unable to enter the attack with check, e.g. 16 Qb8+ (16 Rh4 is clever, but Black can play 16...Qd6+ 17 Kc3+ Kb3) Ka4 17 Qa7+ Kb3 (avoiding the check at c5) and White cannot make progress.

After 15 Ke3! Black has two alternatives but the attacking force of queen and rook is too strong:

1) 15...c2 16 Rh4+ Kb5 17 Qb8+ Ka5 18 Qa7+ Kb5 19 Qb7+ Ka5 20 Rh5+ Ka4 21 Qa6+ Kb3 22 Rb5+ and 23 Qc6 mate.

2) 15...Qxg6 16 Rh4+ Kb3 (15...Kb5 16 Qb8+ Kc5 17 Qb4+ Kc6 18 Rc4+ etc.) 17 Qb8+ Kc2 18 Rh2+ Kc1 19 Qf4! Qf6 (19...Qh6 20 Rxh6 gxh6 21 Kd3+ wins) 20 Rh1+ Kb2 21 Qb4+ Kc2 22 Rh2+ Kc1 23 Qa3+ Kd1 24 Rh1+ Kc2 25 Qxa2 mate.

B2)

4                      ...b3!

5 h6

Not 5 Kxc3? d4+ and Black will promote first, nor 5 Kc5 a2 6 Re7+

Kc8 7 Kc6 Kd8 and White cannot even draw, since 8 Rd7+ Kc8 9 Ra7 b2 10 Kd6 a1=Q covers the mate.

5 ...a2

This is the most dangerous move because Black will be able to advance his c-pawn with check after both sides promote. If Black pushes another pawn White is not worse, for example 5...b2 6 h×g7 b1=Q 7 g8=Q Qd3+ 8 Kc5 Q×e2 9 Q×d5+ and only White can win.

6 Re1!

Not 6 h×g7 a1=Q 7 g8=Q e2+ 8 K×d5 (8 Kc5 Qa5+ is similar) Qa5+ 9 Kd4 (9 Kc6 c1=Q or 9 Kd6 Qc7+ 10 Kd5 c1=Q) Qb6+ 10 Kd5 Qc6+ 11 Kd4 Qd6+ 12 Kc4 c1=Q and Black wins.

6 ...b2  
7 h×g7 a1=Q

7...b1=Q 8 g8=Q is much the same; Black has nothing better than to take the rook.

8 g8=Q Q×e1

With the rook on the first rank preventing the promotion of a second pawn Black cannot win.

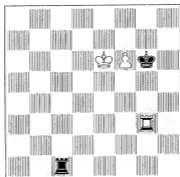
9 Q×d5+ Kc7  
10 Qc5+ Kd7  
11 Qd5+

with a draw by perpetual check as 11...Ke8/c7 is met by 12 Qf7+ forcing the king back to the d-file.

Moving on to positions in which both sides have rooks, we start with two positions featuring a faulty resignation and a faulty draw agreement respectively!

111

B



*Sax-Tsheshkovsky, Rovinj-Zagreb 1975*

Black surprisingly resigned in this position, although the draw is not at all difficult.

**1                    ...Kh7!**

Not 1...Kh6? 2 f7 Rc8 3 Rg8, however.

**2 f7**

The only dangerous move. After 2 Rg7+ Black can draw with 2...Kh8 or 2...Kh6.

**2                    ...Rc8!**

The only move. 2...Rc6+ 3 Kd7 Rf6 4 Ke7 and 2...Re1+ 3 Kd7 Rf1 4 Ke7 Re1+ 5 Kf8 Rf1 (5...Rh1 6 Re3 and 7 Ke7 wins) 6 Rh3+ Kg6 7 Kg8 Rxf7 8 Rg3+ both win for White.

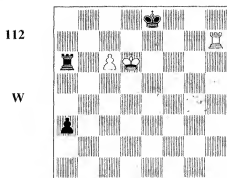
**3 Kd7**

Or 3 Ke7 Rc7+ 4 Ke8 Rc8+ and White can make no progress.

**3                    ...Ra8**

and next move Black starts checking from the side, which guarantees the draw.

The next position is no more complex.



*Bogoljubov-Thomas, Hastings 1922*

If 1 Rh8+ Kf7 2 Rh1 a2 3 Ra1 Ke8 4 Kc7 Ra3 5 Kc8 Ke7 6 c7 Kc8 Black draws, so White makes one last attempt to win.

**1 Kc5                    ...a2?**

1...Kd8! was the right way to cope with the threat of 2 c7, when White must take a draw, since 2 Kb5 a2 is dangerous only for White.

**2 c7**

Black must start checking, as he has no defence to the promotion threat.

2                   ...Ra5+

The game now concluded 3 Kb6 Ra6+ 4 Kc5 Ra5+ 5 Kc6 Ra6+ 6 Kd5 Ra5+ 7 Ke6 Ra6+ and a draw was agreed. Even in the final position White can still win but the quickest method is. . .

3 Kc4	Ra4+
4 Kb3	Ra3+
5 Kc2!	Rc3+

Or 5...a1=N+ 6 Kb2 winning.

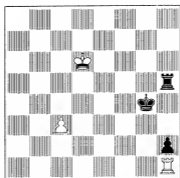
6 Kb2!

winning the pawn, after which the Black rook is tied to the c-file and White just marches his king up the board to c8, reaching the Lucena position.

The next position is more subtle. White had a choice of two very similar variations, but alas he went for the wrong one.

113

B



*Neustadt-Volkevic, Moscow Ch. 1958*

1	...Kf3
2 c4	Ke4!

2...Kg2 3 R×h2+ K×h2 4 c5 only draws, so Black correctly decides to attack the White pawn.

3 c5?

The losing move. White could have drawn by 3 Kc6! Kd4 (3...Rh6+ 4 Kf7 and now both 4...Kd4 5 Kg7 Rh3 6 Kg6 K×c4 7 Kg5 Kd4 8 Kg4 and 4...Kf3 5 Ke7! Kg2 6 R×h2+ K×h2 7 Kd7 Rh5 8 Kd6 lead

to a draw) 4 Kf6 Kxc4 5 Kg6 Rh8 6 Kg5 Kd4 (or 6...Kd3 7 Kf4 Ke2 8 Kg3 Rg8+ 9 Kf4! Rg2 10 Ra1, when both 10...Kf2 11 Rh1 and 10...Kd3 11 Rh1 draw) 7 Kf4! (7 Kg4 would transpose to the game) followed by 8 Kg3 with a clear draw.

3                   ...Rh6+  
4 Ke7

4 Kd7 Kd5 5 c6 Rh7+ loses the pawn under less favourable circumstances, as the White king is further from the Black pawn.

4                   ...Kd5  
5 Kf7               Kxc5  
6 Kg7               Rh3

This is similar to the drawing line given above, but with an important difference. White has a tempo less and in order to regain it he must attack the Black rook, but this involves putting the king on the unfavourable square g4, whereas in the drawing line White could go to f4 to keep the Black king out.

7 Kg6               Kd4  
8 Kg5               Ke3  
9 Kg4               Rh8  
10 Kg3              Rg8+!  
11 Kh4

Or 11 Kh3 Kf2! 12 Rxc2+ Kf3, winning the rook.

11                   ...Kf3  
0-1

since White cannot prevent ...Kg2.

In the next position both sides have dangerous passed pawns and despite White's more active king Black managed to win the game. Nevertheless, White was holding the draw until very near the end.

114

W



*Gutman-Alburt, USSR 1st league 1978*

**1 a6**

After 1 Rb5? f3 2 R×b4 f2 3 Rb1 Rb2+ 4 R×b2 f1=Q Black would have the advantage, although objectively the result should probably be a draw.

**1                   ...Ra2**

A surprising, but good move. If 1...f3 (1...b3? 2 Rb5 f3 3 R×b3 f2 4 Rf3 wins for White) 2 a7 Ra2 3 Ra5 R×a5 4 K×a5 f2 5 a8=Q f1=Q 6 Qe4+ (defending both pawns) and 7 K×b4 should win for White.

**2 a7**

Other moves leading to draws are 2 Rb5 f3 3 R×b4 f2 4 Rb1 Rb2+ 5 R×b2 f1=Q 6 a7 Qf3 and 2 Ra5 b3 3 a7 b2 4 a8=Q b1=Q+ 5 Kc7 Qh7+ 6 Kb6, when Black should repeat moves, since 6...Rb2+ 7 Rb5 is good for White. The move played prevents 2...f3 due to 3 Ra5.

<b>2</b>	<b>...b3</b>
<b>3 Rb5</b>	<b>b2</b>
<b>4 c5</b>	

Perhaps White was trying to win, for he could have drawn comfortably by 4 Kb7 (4 a8=Q? R×a8 5 R×b2 Rb8+ wins) f3 5 a8=Q R×a8 6 R×b2 Rf8 7 Rf2. A similar line, also good enough for half a point, is 4 Kc6 f3 5 R×b2 R×a7 6 Rf2 Rf7 7 c5 Ke5 8 Kb6 Kf4 9 c6 Kg3 10 Rf1 (10 c7 R×c7 11 R×f3+ is again a draw) K×h4 11 c7 R×c7 12 K×c7 Kg3.

<b>4</b>	<b>...f3</b>
<b>5 c6</b>	<b>f2</b>
<b>6 c7</b>	<b>Kd7</b>
<b>7 Rd5+</b>	

Not 7 Kb7 R×a7+ 8 K×a7 f1=Q and wins.

<b>7</b>	<b>...Ke7</b>
<b>8 Rd1</b>	

Forced. White cannot go back, since 8 Rb5 loses to 8...f1=Q 9 c8=Q Q×b5+! 10 K×b5 b1=Q+.

<b>8</b>	<b>...Ra1</b>
<b>9 a8=Q?!</b>	

A dubious move. White should have played 9 c8=Q b1=Q+ 10 R×b1 R×b1+ 11 Kc7 Rcl+ (not 11...f1=Q 12 Qd7+ Kf6 13 a8=Q Rcl+ 14 Kd8 Rd1 15 Qc6+ Kc5 16 Qc6+, followed by 17 Qf5+ and 18 Q×f1, when White wins) 12 Kb8 R×c8+ (12...f1=Q sets the trap

13 a8=Q? Qf4+ 14 Ka7 Qd4+ 15 Kb8 Qd6+ 16 Ka7 Ra1+ 17 Kb7 Rb1+ mating, but 13 Qxc1 is an immediate draw, while 13 Qb7+ may give White some winning chances) 13 Kxc8 f1=Q 14 a8=Q with a draw.

9 ...Rxa8  
 10 Rb1

Preventing 10...Ra1, because after 11 c8=Q Black cannot promote on b1. Of course, 10 Kb7 or 10 Rf1 would fail to 10...Ra1 11 c8=Q b1=Q+ and Black emerges a rook up.

10 ...Rf8!

Black threatens 11...f1=Q and forces White's reply.

11 Rf1 Rg8

Now the threat is 12...Rg1 13 c8=Q b1=Q+, so White must either play Rb1 or move his king off the dangerous b-file.

12 Kc6??

Losing immediately. 12 Ka7 Kd6 13 Kb7 Rg1 is also bad, but 12 Rb1! would have drawn with careful play by White: 12...Kd6 13 h5! (13 Kb7? Rg7! 14 Rd1+ Ke5 15 Rb1 Rf7! 16 Rf1 Ke4 17 Kb8 Rxc7 18 Kxc7 Kd3 19 h5 Ke2 and White lacks one tempo to draw the game—note that 15 Rb1 was necessary, as 15...Rg1 was a threat, and that 15...Rf7! avoided the loss of a tempo if White advances h5-h6 before promoting his c-pawn) Ke5 14 h6 Rf8 15 Rf1 Ke4 16 Kb7 Kd3 17 c8=Q Rxc8 18 Kxc8 Ke2 19 h7 Kxf1 20 h8=Q b1=Q 21 Qh1+ Ke2 22 Qxb1 f1=Q and the position peters out to equality.

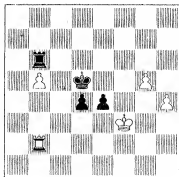
12 ...Rg6+!  
 0-1

since Kc5/d5 allows ...Kd7, while moving to the b-file loses to 13...Rg1.

The following position is another sharp struggle involving a race between the rival sets of passed pawns.

115

W



*Vogt-Espig, match 1975*



White has an extra pawn, but Black's central passed pawns are well supported by his king. White has the advantage, but it will be a close race!

### 1 Ke2

The king should stay back to block the pawns. After 1 Kf7? e3 2 h5 (2 Kf3 Rb8! with the idea of 3...Rf8+ 4 Ke2 Kc4 is also good for Black) Rb8 3 g6 Rf8+ 4 Kg5 d3 5 g7 Rg8 6 h6 d2 Black wins.

### 1 ...Ke5

Preparing ...Kf4 and ...d3+. The alternative was 1...Kc4, but after 2 Rc2+! (2 h5 Kc3 3 g6 Kxb2 4 g7 Rb8 5 h6 Kc2 6 h7 d3+ 7 Ke3 d2 8 g8=Q is also possible, when both 8...Rxb8 9 hxb8=Q d1=Q 10 Qc4+ Kb2 11 Kxc4 and 8...d1=Q 9 Qxb8 give White some winning chances, but 2 Rc2+ is probably stronger) Kd5 (2...Kb3 3 Rc6! Rxb5 4 g6 d3+ 5 Kd2 Rd5 6 g7 Rd8 7 Rd6! Re8 8 Kc3 Rg8 9 Rd7, followed by the advance of the h-pawn, wins for White) 3 Rc8 Rxb5 4 g6 Rb2+ 5 Kf1, White has good winning chances, for example 5...Rb1+ 6 Kg2 Rb2+ 7 Kh3 Rb3+ 8 Kg4 Rb1 9 h5 e3 10 h6 e2 11 Re8 d3 12 g7 Rg1+ 13 Kf3 Kc5 (13...d2 14 Rd8+ and 15 Kxe2) 14 Rxe2 and wins.

### 2 h5

### Kf5

Black chooses to defend passively, when White's extra pawn becomes an important factor. *Informator* claimed a draw after 2...Kf4, but it seems that White can still win: 2...Kf4 3 g6 d3+ 4 Kd2 Rd6 5 Rb4 Kf3 6 Rxe4 Kxe4 7 g7 Rd8 8 h6 Ra8 9 h7 Ra2+ 10 Kc3 d2 11 g8=Q d1=Q 12 Qe6+! (*Informator* gave only 12 Qxa2 Qd4+ 13 Kb3 Qd5+ 14 Ka3 Qc5+ with perpetual check) and now:

(A) 12...Kf4 13 Qxa2 Qc1+ (13...Qf3+ 14 Kb4 stops all checks) 14 Qc2 Qe3+ (14...Qa3+ 15 Kc4 or 14...Qa1+ 15 Kb3) 15 Kb2 Qe5+ (15...Qd4+ 16 Qc3 Qf2+ 17 Kb3) 16 Qc3 Qxb5+ (16...Qc2+ 17 Ka3) 17 Ka3 Qa6+ 18 Kb3 and wins.

(B) 12...Kf3 13 Qxa2 Qc1+ (13...Qe1+ 14 Qd2, and now both 14...Qe5+ 15 Kc2 and 14...Qa1+ 15 Kc4 Qa4+ 16 Qb4 win for White) 14 Qc2 Qe1+ (14...Qa1+ 15 Kb3 or 14...Qa3+ 15 Kc4) 15 Kb2 and Black must resign.

### 3 g6

### Kf6

Or 3...Kg5 4 g7 Rb8 5 Rb1! Kh6 (5...Kxh5 6 g8=Q Rxb8 7 Rh1+ wins) 6 Rg1 Rg8 7 b6 Kh7 (7...Kxh5 8 b7 Kh6 9 b8=Q picks up the rook) 8 b7 e3 9 Kd3 Kh6 (there is nothing else) 10 Rb1 Rb8 11 g8=Q and wins.

### 4 Rb4

### Rd6

If 4...Kg7 5 Rxd4 Rxb5 6 Rd7+ Kh6 (6...Kf6 7 Rf7+ or 6...Kx8

7 h6 7 Rh7+ Kg5 8 g7 Rb8 9 Rh8, forcing promotion.

<b>5 b6</b>	<b>d3+</b>
<b>6 Kd1!</b>	<b>e3</b>
<b>7 b7</b>	<b>d2</b>
<b>8 Rb1</b>	<b>Rd8</b>

All forced, but now White can liquidate to an ending of R+2P v R, which is an easy win thanks to the bad position of Black's king.

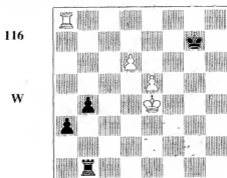
<b>9 b8=Q</b>	<b>e2+</b>
<b>10 K×e2</b>	<b>d1=Q+</b>
<b>11 R×d1</b>	<b>R×b8</b>
<b>12 Rd7</b>	<b>Kg5</b>

White will play 13 Rh7 against anything except 12...Rh8, when 13 Rf7+ Kg5 14 Rh7 wins.

**13 Rh7**

**1-0**

as, barring checks, White's next three moves will be g7, h6 and Rh8.



*Estrin-Pytel, Albena 1973*

This fascinating ending was analysed in the *British Chess Magazine* (Aug. 1974) by P. Griffiths and he concluded that both sides conducted the ending accurately. However, this conclusion needs to be modified, as we shall see. The position also appeared in *Informator*, with analysis by Estrin and the editors, coming to the same conclusion as Griffiths.

**1 Ra7+?**

White could have won here with 1 e6, not mentioned in *Informator*. The analysis continues 1 e6 (1 d7? Rd1 2 e6 Kf6 only succeeds in blocking the pawns, as 3 d8=Q R×d8 4 R×d8 a2 5 Ra8 b3 is winning for Black) Re1+ (1...Kf6 2 e7 Re1+ 3 Kd3 wins easily) 2 Kf5! (2

Kd5 only draws after 2...b3! 3 R×a3 b2 4 Rg3+ Kf6 5 Rf3+ Kg7, with a draw by repetition, while 3 d7? b2 is, if anything, better for Black) b3 (2...Rf1+ 3 Kg5 wins after 3...Rf8 4 Ra7+ Kg8 5 e7 or 3...Rg1+ 4 Kh4 Rh1+ 5Kg3 Rg1+ 6 Kf2) 3 Ra7+ Kh6 (3...Kf8 4 Rf7+ Kg8 5 d7 Rd1 6 e7 promotes a pawn) 4 R×a3 b2 5 Rb3 b1=O 6 R×b1 R×b1 7 d7 and one of the pawns gets through.

**1**                      **...Kg6**

1...Kf8 2 e6 Re1+ 3 Kf5 Rf1+ 4 Kg4 wins comfortably, e.g. 4...b3 5 e7+ Kf7 6 Ra8 Re1 7 d7.

**2 d7**                      **Re1+**

The interesting alternative line 2...Rd1 3 Ra6+ Kf7 4 Rd6 R×d6 5 e×d6 a2 6 d8=O a1=O leads to a queen and pawn ending which should be winning for White, for example 7 Qc7+ Kg6 (7...Kg8 8 Qe6+ Kf8 9 d7 is similar to the main line) 8 Qe6+ (*Informator* and *BCM* both gave 8 Qc8+ Kg5 9 d7, but 9 Qe5+! wins at once, while 8...Kg7 is more logical, since it deprives White of the option of hiding his king on g8 when Black starts checking) Kg7 9 d7, and when Black starts checking White hides his king on b7, leaving Black with just one check on the h1–b7 diagonal, which can be shut off by Qc6. We can see that the queen is much better placed on e6 than on e8 since it can interpose on a wider variety of squares.

**3 Kf4**                      **Rf1+**  
**4 Ke4**                      **Re1+**  
**5 Kf4**

The repetition was the consequence of White's time-trouble. Advancing the king was no help, e.g. 5 Kd5 Kf5! 6 Kd6 Rd1+ (Griffiths gave the more complex 6...b3) 7 Ke7 K×e5 8 Ra5+ Ke4 9 Ra4 R×d7+ 10 K×d7 Kd3 11 R×b4 Kc3, with a clear draw.

**5**                              **...Rf1+**  
**6 Ke3**                      **Rd1**

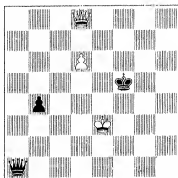
The best move. If 6...Rf8 7 Ke4 (7 Kd4 Rb8 8 Kc5 allows a draw after 8...b3 9 R×a3 b2 10 Rg3+ Kf7 11 Rg1 Ke7 12 Rb1 K×d7) Rb8 8 Kd5 (8 e6 Kf6 9 Kd5 Ke7 is fine for Black) b3 (8...Kf5 9 e6 Kf6 10 Kd6 loses at once, because the threat of e7 can only be stopped by 10...Rb6+, when 11 Kc7 wins) 9 R×a3 b2 10 Rg3+ Kf5 (or 10...Kf7 11 e6+ Ke7 12 Rg7+ Kf6 13 Rf7+ Kg6 14 Rf1 b1=Q 15 R×b1 R×b1 16 e7 winning) 11 Rf3+ Kg6 12 Rf1 b1=Q 13 R×b1 R×b1 14 e6! (14 Kc6 Rd1 15 Kc7 Kf5 or 14 Ke6 Rd1 15 Kc7 Kf5 16

e6 Ke5 are only draws) Rd1+ (Black has nothing better, as 15 e7 is threatened) 15 Ke5 Re1+ 16 Kf4 Rf1+ 17 Kg3 Rg1+ 18 Kh2 Rd1 19 e7 and White wins.

<b>7 Ra6+</b>	<b>Kf5</b>
<b>8 Rd6</b>	<b>R×d6</b>
<b>9 e×d6</b>	<b>a2</b>
<b>10 d8=Q</b>	<b>a1=Q</b>

**116a**

**W**



This is similar to the ending arising in the note to Black's second move, but somewhat better for Black as his king is more actively placed.

**11 Qc8+**

Black will certainly give perpetual check if White plays the immediate 11 d7, so White must try to get his queen to the most active possible square before playing d7. But he must also prevent the Black king from occupying c6, e.g. 11 Qf8+? Ke6 12 Qe7+ Kd5, with a draw, as 13 d7 is impossible. Hence the check on c8.

**11 ...Kg6?**

Black's defeat can be pinned on this casual move. The point is that after d7 White's main weapon in preventing perpetual will be the interposition of the queen with check. With the king on g6 this can take place on a6, and so White can shelter his king by advancing to a7. After 11...Kg5! Black should hold the draw.

<b>12 d7</b>	<b>Qe5+</b>
<b>13 Kd2!</b>	

White's first task is to pick up the pawn on b4 with his king. If 13 Kd3 Qd5+ 14 Kc2 Qa2+ and White cannot approach the pawn, but now Black cannot halt the king march.

**13 ...Qd4+**

Or 13...Qd5+ (13...Qb2+ is impossible, due to the position of Black's king) 14 Kc1! Qg5+ 15 Kb2, and so on.

**14 Kc2            b3+**

The pawn was doomed anyway. Now White heads for a7.

**15 Kxb3            Qd3+**

If 15...Qb6+ 16 Ka4 Qa7+ 17 Kb5, White wins at once.

**16 Ka4            Qd4+**

**17 Ka5            Qd5+**

**18 Kb6            Qd4+**

**19 Kb7            Qb4+**

**20 Ka7            Qd4+**

An unsatisfactory check, but with the king on g6 he has no choice. Of course with the king on g5, 20...Qa5+ 21 Kb8 Qb6+ 22 Qb7 Qd8+ 23 Ka7 Qa5+ 24 Qa6 Qc7+ would draw here.

**21 Ka8            Qd5+**

Or 21...Qa4+ 22 Kb8 Qb4+ (22...Qf4+ 23 Qc7 Qb4+ 24 Ka7 Qa4+ 25 Kb7 wins) 23 Qb7 Qf8+ (23...Qd6+ 24 Qc7 is the same as the last bracket) 24 Ka7, followed by Qb6+ or Qd5+ (if Black moves his king to the 5th rank) and promotion.

**22 Kb8            Qe5+**

**23 Qc7            Qb5+**

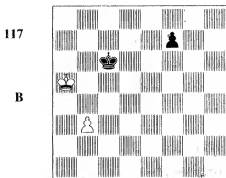
**24 Ka7**

**1-0**

as 24...Qa4+ 25 Kb7 ends the game.

# 11 Pawn endings

Because of the limited material in king and pawn endings it is possible to analyse positions to a greater depth than in any other type of position. The ability to determine with certainty the results of a wide class of positions means that determining the best move is often not a matter of judgement, but is reduced to calculation. This does not mean that king and pawn endings are easy; indeed, the amount of calculation required can often exceed that of a complex middlegame position. Another problem is that of knowing when you have finished calculating.



*Ljubojevic-Browne, Amsterdam 1972*

The game concluded **1...f5?? 2 Kb4** and the players agreed a draw, since after **2...Kd5 3 Kc3 Ke4 4 Kd2 Kf3 5 b4 Kg2** both sides promote simultaneously. Having seen this variation Browne probably assumed that he had finished his analysis and that the position was a draw. But if he had looked a little longer, Browne might have seen the win:

**1**                    **...Kd5!**

The position is now identical with that after White's first move in a study by Grigoriev published in *Izvestia* in 1928. Perhaps players should pay more attention to endgame studies!

**2 b4**

If **2 Kb4 Kd4 3 Ka3 f5 4 Kb2 (4 b4 f4 5 b5 loses after both 5...f3 with a skewer and 5...Kc5) f4 5 Kc2 Ke3 6 Kd1 Kf2 7 b4 Kg2 8 b5 f3** and

Black promotes with check.

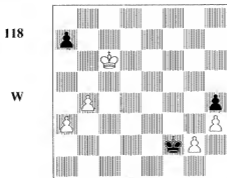
2	...f5
3 b5	f4
4 b6	Kc6!

The key move. Although it does not prevent White from promoting first it ensures that Black's promotion will be with check.

5 Ka6	f3
6 b7	f2
7 b8=Q	f1=Q+

when both 8 Ka7 Qa1 mate and 8 Ka5 Qa1+ 9 Kb4 Qb1+ win for Black. The manoeuvre ...Kc6-d5-c6 is rather surprising.

In the following position also a leap of the imagination is required to see the correct plan.



*Mandler-Prochazka, Austria 1924*

This looks like a straight race between White's queenside pawns and Black's imminent passed h-pawn. But neither 1 b5 Kxg2 2 a4 Kxh3 3 a5 Kg4 4 b6 axb6 5 axb6 h3 nor 1 b5 Kxg2 2 Kb7 Kxh3 3 Kxa7 Kg4 4 b6 h3 5 b7 h2 6 b8=Q h1=Q is very promising, since although White could play on with Q+aP v Q the defence only requires a certain amount of caution to hold the draw. The correct plan is to play the White king back to the kingside to imprison Black's king on the h-file.

1 Kd5!	Kxg2
2 Ke4	Kxh3

If Black refuses to take the pawn White just gains a free tempo on the queenside.

3 Kf3	Kh2
-------	-----

Black's main defensive idea is to stalemate his king by ...Kh1 followed

by ...h3 and ...h2, and then hope to give up the a-pawn. We can see that with the White pawn on b5, Black's ...a5 can be answered by b6, but Black will still immobilise himself with ...a4. Fortunately it takes time to set up the stalemate on the kingside.

**4 Kf2!**

4 a4? looks bad, as it voluntarily removes one of Black's tempo moves with the a-pawn, and sure enough after 4...h3 5 Kf2 a5! 6 b×a5 Kh1 7 a6 h2 White is one tempo short. 4 b5? also draws after 4...Kg1! 5 Kg4 Kg2! 6 K×h4 Kf3 7 a4 Ke4 8 a5 Kd5.

**4                   ...h3**

Forced, as 4...Kh3 5 b5 promotes the a-pawn.

**5 b5**

Not 4 a4? a5, as above.

**5                   ...Kh1**

**6 Kf1!**

Once again White must avoid touching his a-pawn, as 6 a4 a5 draws, but not 6 a4 h2? 7 a5 a6 8 Kf1! winning.

**6                   ...h2**

Or 6...Kh2 7 a4 Kh1 (7...Kg3 8 Kg1 or 7...a5 8 b×a6) 8 a5 h2 (8...a6 9 Kf2 Kh2 10 b×a6) 9 Kf2 a6 10 Kf1 and mates.

**7 b6!                   a5**

Or 7...a×b6 8 a4 b5 9 a5.

**8 b7                   a4**

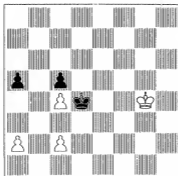
and White wins easily: 9 Ke2 Kg2 10 b8=Q h1=Q 11 Qb7+ Kg1 and either 12 Q×h1+ K×h1 13 Kd3 or 12 Qb6+ Kg2 13 Qc6+ Kg1 14 Qc5+ Kg2 15 Qg5+ Kh2 16 Qh4+ Kg2 17 Qg4+ Kh2 18 Kf2 wins.

In the following example, although the game only lasted for two moves after the diagram, the half-point was handed from Black to White and back again!



119

B



*Belkadi-Pachman, Munich Olympiad 1958*

The game concluded 1...Kc3 2 Kf4 Kb2 0-1. Looks reasonable on the surface, but let's see it again more slowly. . .

**1**                      **...Kc3?**

Missing a win by 1...Kxc4 2 Kf4 and now either 2...a4 3 Ke5 (3 Ke3 Kc3 4 Ke4 Kxc2 5 Kd5 Kb2 6 Kxc5 Kxa2 wins, as does 3 a3 Kc3 4 Ke4 Kxc2 5 Kd5 Kb3) a3 4 Kd6 Kd4 5 Kc6 c4 6 Kb5 Kc3 7 Kc5 Kb2 8 Kxc4 Kxa2 9 Kb5 Kb2 10 c4 a2 winning, or 2...Kd4 3 Kf5 (Black threatened 3...c4 and 4...Kc3, while the only other defence, 3 Kf3, loses to 3...c4 4 Ke2 Kc3 5 Kd1 Kb2 6 Kd2 Kxa2 7 Kc3 a4 8 Kxc4 Kb2) a4 4 Ke6 (4 a3 c4 5 Ke6 c3, followed by ...Ke3-d2) a3 5 Kd6 c4 and wins, as in the analysis of 2...a4. However, 2...Kc3? only draws after 3 Ke4 a4 4 Kd5 c4 (4...a3 5 Kxc5 Kb2 6 c4 Kxa2 7 Kd6! Kb3 8 c5 a2 9 c6 a1=Q 10 c7, followed by Kd7 and Black's king is one square outside the winning zone) 5 a3.

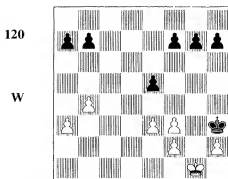
**2 Kf4**                      **Kb2**  
**3 0-1??**

Instead of resigning White could have drawn by 3 Ke4 Kxa2 4 Kd5 a4 5 Kxc5 a3 6 Kd6 Kb2 7 c5 a2 8 c6 a1=Q 9 c7 (this is a clear draw without the pawn on c2, but as it is White is deprived of his usual stalemate resource) Qa6+ 10 Kd7 Qb5+ 11 Kd8 Qd5+ 12 Ke8 Qc6+ 13 Kd8 Qd6+ 14 Kc8 Ka3 (14...Kc3 renews the stalemate and allows an easy draw by 15 Kb7 Qd7 16 Kb8 Qb5+ 17 Ka8 Qc6+ 18 Kb8 Qb6+ 19 Ka8) 15 c4 Kb4 16 Kb7! (16 c5 Kxc5 17 Kb7 Qd7 18 Kb8 Kb6 and Black wins) and draws, since without a check on b5 Black cannot force the White king to e8, while the trick 16...Qe7 17 Kb8 Kc5 18 c8=Q+ Kb6 is foiled by 19 c5+.

This is a noteworthy example of the complexities hidden in such apparently simple positions, since not only did it prove too much for both players, but Staudte and Milescu, moreover, included the pos-

ition in [17] and considered both players to have conducted the ending accurately!

Another position which has fooled several annotators is the following famous ending:



*Cohn-Rubinstein, St Petersburg 1909*

This position is quoted, in Averbakh and Maizelis [7], for example, to demonstrate the plan of liquidating all the pawns on one side (here the kingside) and then using the resulting superior king position to march over to the other side of the board and win. However, one should always take care when liquidating the whole of one side, for this inevitably increases the defender's drawing chances. In Cohn-Rubinstein Black can win, but only by keeping pawns on both sides of the board.

**1 Kh1**

White is totally tied up and can only await events.

**1 ...b5**

If White had weakened his queenside pawns any further, by playing a4 for example, the plan of liquidating all the kingside pawns would work, but as it is Black decides to secure a reserve tempo with ...a6, although he could also have won by ignoring the queenside.

**2 Kg1 f5**  
**3 Kh1 g5**  
**4 Kg1 h5**  
**5 Kh1 g4**

At this point Cohn played **6 e4** and after **6...f×e4 7 f×e4** (7 f×g4 h×g4 8 Kg1 e3 9 f×e3 e4 10 Kh1 g3 will pick up the e-pawn) **h4 8 Kg1 g3 9 h×g3 h×g3** White resigned, in view of **10 f4 c×f4 11 e5 g2 12 e6 Kg3 13 e7 f3 14 e8=Q f2 mate**. We continue with the more interesting move.

**6 f×g4            h×g4**

This does not yet throw away the win, but a simpler line is 6...f×g4 7 Kg1 h4 8 Kh1 g3 9 h×g3 (9 f4 e×f4 10 e×f4 Kg4) h×g3 10 f3 g2 † 11 Kg1 Kg3 12 f4 e×f4 13 e×f4 K×f4 14 K×g2 Ke3 and Black is a tempo up over the note to Black's 9th move, which cuts out the drawing resource available there. Note that in this line Black won because of his threat to leave a pair of e-pawns on the board after the kingside liquidation.

**7 Kg1            f4**  
**8 e×f4            e×f4**  
**9 Kh1            f3!**

Annotators generally give 9...g3 10 f×g3 f×g3 11 h×g3 K×g3 as the consummation of Black's strategy, overlooking 12 Kg1 Kf3 13 Kf1 Ke3 14 Ke1 Kd3 15 a4! a6 (or else Black is left with either one or two useless a-pawns) 16 a×b5 a×b5 17 Kd1 and White gains the opposition after Black takes the pawn on b4.

**10 Kg1            Kh4**  
**11 Kf1            Kh5!**

This loses a tempo, so that the White king is on the most inconvenient square when Black arrives at g5.

**12 Ke1            Kg5**  
**13 Kf1**

Unfortunately White cannot move to the d-file due to 13...Kh4, so the Black king is able to penetrate unchallenged.

**13                ...Kf4**  
**14 Ke1**

If 14 Kg1 Ke4 15 h3 g×h3 16 Kh2 Kd3 17 K×h3 Ke2 18 Kg3 and the reserve tempo 18...a6 comes in handy.

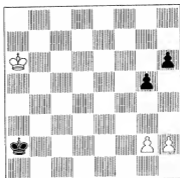
**14                ...Ke4**  
**15 Kd2            Kd4**  
**16 Kc2            Kc4**

White must now give way by 17 Kd2, and after 17...Kb3 18 Ke3 K×a3 19 Kf4 K×b4 20 K×g4 a5, Black's promotion stops White's. (Some of the above is based on analysis by Staudte and, independently, by Mestel.)

The time has finally arrived to reveal the mysteries of the position mentioned in the introduction. Despite the scanty material, play is unusually subtle.

121

W



Win

*N. D. Grigoriev, 1st Pr.,  
Shakhmaty v SSSR 1937*

This position can be understood in terms of the opposition. White, at any moment, has the chance to block the kingside by playing g4. He should do so when he has the opposition and then march the kings over to the kingside, all the time maintaining the opposition, finally reaching the position with WKf5 v BKf3, when Black to move loses after 1...Kg2 2 Kg6 Kh3 3 Kh5! K×h2 4 K×h6. Since White has the opposition at the moment 1 g4! suggests itself, but first let's see why other moves fail:

(A) 1 Kb5? Kb2! (of course, not 1...Kb3? 2 g4, but now if 2 g4 Black takes the opposition with 2...Kb3 and draws after 3 Kc5 Kc3 4 Kd5 Kd3 5 Ke5 Ke3 6 Kf5 Kf3) 2 Kc5 (if 2 Kc6 Kc3!—Black must always take the 'anti-opposition' so long as White has not played g4) Kc2 3 Kd5 Kd2 4 Ke5 Ke2 5 Kf6 (if 5 Kf5 Kf2 6 g4 Kf3 or 5 g4 Kc3 Black draws easily, but now there is a problem as the anti-opposition square f3 is inaccessible) g4! (not 5...Kf2 6 g4 Kf3 7 Kf5 or 6...Kg2 7 Kg6) 6 Kf5 (6 g3? even loses after 6...Kf2 7 Kf5 Kf3 8 Kg6 Kg2 9 Kh5 Kh3) and now both 6...Kf2 and 6...g3! (simplest) 7 h×g3 Kf2 draw. Note that Black could not play ...g4 any earlier as he had to wait for White to commit his king to the f6 square on the f-file.

(B) 1 Kb6? Kb3! (the reasoning is exactly the same as in A) 2 Kc6 Kc3 3 Kd6 Kd3 4 Ke6 Kc3 5 Kf6 g4! and draws as before. So we come to the correct move

1 g4!

Ka3!

White is aiming to move over to the kingside, so 1...Kb3 2 Kb5 or 1...Kb2 2 Kb6 falls in with White's wishes.

2 Ka5!

White still cannot move to the b-file as 2 Kb6? Kb4 or 2 Kb5? Kb3 allows Black to draw.

If 2...Kb3 then of course 3 Kb5, but if 2...Kb2 White must be careful not to play 3 Kb4? when 3...Kc2 4 Kc4 Kd2 5 Kd4 Ke2 6 Ke4 Kf2 forces 7 Kf5 and 7...Kf3 draws. The right reply to 2...Kb2 is 3 Kb6! and if 3...Kb3 4 Kb5. With regard to 2...Ka2 White is faced with a problem—how is he ever to move on to the b-file without losing the opposition? At first sight 3 Ka4 seems to be the answer, but this allows 3...Kb2 4 Kb4 Kc2, which draws, as we saw above. The solution is rather surprising.

**3 Kb6!****Kb3**

The position after 3...Kb2 is a win for White whoever is to move! With White to play, for example, 4 Kc6 Kc2 (4...Kc3 5 Kc5) 5 Kd6 Kd2 6 Ke6 Ke2 7 Kf6 Kf2 8 Kg6 Kf3 and now 9 Kh5! Kf4 10 h3 Kg3 11 K×h6 Kh4 12 Kg6 wins. Summing up, b6 v b2 is a win whoever moves, b4 v b2 is a draw whoever moves, while with b5 v b3 the result depends on who moves first, i.e. it is a position of mutual zugzwang.

**4 Kb5**

Not 4 Kc6? Kc4 or 4 Kc5? Kc3.

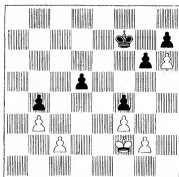
<b>4</b>	<b>...Kb2</b>
<b>5 Kc6</b>	<b>Kc3</b>
<b>6 Kc5</b>	<b>Kc2</b>
<b>7 Kd6</b>	<b>Kd3</b>
<b>8 Kd5</b>	<b>Kd2</b>
<b>9 Ke6</b>	<b>Ke3</b>
<b>10 Ke5</b>	<b>Ke2</b>
<b>11 Kf6</b>	<b>Kf3</b>
<b>12 Kf5</b>	<b>Kg2</b>
<b>13 Kg6</b>	

winning, e.g. 13...Kh3 14 Kh5 or 13...Kf3 14 Kh5 Kf4 15 h3 as above.

The following example is taken from an adjourned game in the England–Poland match from the 1978 Olympiad. It too features subtle opposition play, although most of this is in the analysis rather than the game.

122

W



*Mestel-Sznepik, Buenos Aires Olympiad 1978*

At first we were optimistic about the chances of winning this position. White has the straightforward plan of Ke2–d3 followed by c3, creating an outside passed pawn. But it soon became clear that there were many difficulties in the execution of this plan.

**1 Ke2                      Ke6**  
**2 Kd3                      Kd7!**

We discovered this move at about 2 a.m.—up to that point we had thought White could force a queen and pawn ending in which White had some winning chances. The other lines are:

(A) 2...Kd6 (the worst of the three moves) 3 Kd4 Kc6 (3...Ke6 4 Kc5 Ke5 5 K×b4 Kd4 6 c4 is hopeless) 4 Ke5 Kc5 5 K×f4 (5 Kf6 Kd6 only draws, since the king ends up bottled in on the h-file) Kd4 6 g4 Kc3 7 Ke5 K×c2 (7...d4 8 f4 d3 9 c×d3 K×b3 10 f5 g×f5 11 g5 Kc2 12 g6 b3 13 g×h7 b2 14 h8=Q b1=Q 15 Qc8+ Kd2 and now White should win with either 16 h7 or 16 Q×f5) 8 f4 K×b3 (8...d4 9 K×d4 K×b3 10 f5 g×f5 11 g×f5 and wherever Black puts his king White can exchange queens after both sides promote) 9 f5 g×f5 (after any other move White can capture on g6 and h7 to obtain two connected passed pawns on the kingside in the queen ending) 10 g5 Kc2 (10...f4 11 K×f4 and now Black must play 11...Kc4, to avoid a queen exchange or promotion with check, but White still wins by 12 Kc3 Kc3 13 g6 d4+ 14 Ke2 b3 15 g×h7 b2 16 h8=Q b1=Q 17 Qc8+, followed by the exchange of queens, or 14...d3+ 15 Kd1, when White promotes with check) 11 g6 b3 12 g×h7 b2 13 h8=Q b1=Q 14 Qc8+ Kd2 15 h7 and White should win, since the Black pawns interfere with Black's attempts to give perpetual check, e.g. 15...Qe4+ 16 Kd6 Qb4/f4+ 17 Kd7 Qa4+ (17...Ob5+ 18 Qc6 Qb8 19 Qh6+) 18 Ke6 Qe4+ 19 Kf7 and wins.

(B) 2...Ke5 (somewhat better than A, but still not a clear-cut draw) 3 c3 b×c3 4 K×c3 Kd6 (not 4...Ke6 5 Kb4 Kd6 6 Kb5 winning the d-pawn) 5 Kd4 Kc6 6 Ke5! (best, as 6 b4 Kb5 7 K×d5 K×b4 would

effectively transpose to the game) Kc5 7 Kxf4 Kd4 8 b4 Kc4 9 Ke5 (9 Ke3 allows an immediate draw by 9...Kc3 10 Ke2 Kc2 11 Ke3 Kc3) d4 10 b5 d3 11 b6 d2 12 b7 d1=Q 13 b8=Q Qd4+ (it is better to pick up the h-pawn than the g-pawn, since 13...Qe2+ allows the White king to head for the h-pawn) 14 Ke6 Qe3+ 15 Kf7 Qxh6 16 Qe5! and White still has some winning chances, as the Black king is cut off, his queen is very passive and the White king is ideally placed for attacking the enemy pawns. Black should draw objectively, but he must still be careful.

2...Kd7 holds the draw in the king and pawn ending, so is the better move.

<b>3 c4</b>	<b>bxc3</b>
<b>4 Kxc3</b>	<b>Kc6!</b>

4...Kd6 transposes to B.

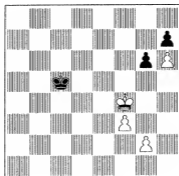
<b>5 Kd4</b>	<b>Kd6</b>
<b>6 b4</b>	<b>Kc6</b>
<b>7 Ke5</b>	<b>Kb5</b>
<b>8 Kxd5</b>	<b>Kxb4</b>
<b>9 Ke5</b>	<b>Kc5</b>
<b>10 Kxf4</b>	

10 Kf6 Kd6 offers no chances at all for a win.

<b>10</b>	<b>...Kd4!</b>
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122a

B

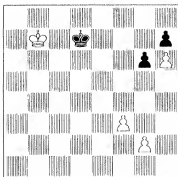


It took some hours of analysis by Mestel, Speelman and myself to discover if this was the only move to draw and since during this period our opinions changed three times, I can only hope that the right answer has been reached!

First we shall look at a related position, which is itself of independent interest.

122b

W



White to play. What result? At first sight this seems a sure draw, since 1 Kb6 Kd6 achieves nothing, while 1 g3 g5! 2 g4 (2 f4 g×f4 and 3...Ke6 takes both pawns) Kd6 3 Kc8 Kc6! blocks the White king in indefinitely on the 8th rank. But White can win with the apparently irrelevant

**1 Kb8!**

Not 1 f4? Ke6 (forces White to give up his reserve tempi) 2 g4 (2 Kc6 Kf5 3 g3 g5) Kf7, regaining the opposition and reaching a drawn position which occurred later on in the game itself.

**1                    ...g5**

If 1...Kd8 2 f4! Ke7 (2...Kd7 3 g4 threatens 4 f5 g×f5 5 g5, and so Black is forced to retreat on to the e-file by 3...Ke7, when White gains the opposition and wins by 4 Kc7 Ke8 5 Kd6 Kf8 6 Ke6 Ke8 7 f5 g×f5 8 g×f5 Kf8 9 Kf6) 3 Kc7 g5 (3...Ke6 4 Kd8 g5 5 g3) 4 g3 g×f4 (it makes no difference if Black postpones this exchange) 5 g×f4 Kf6 6 Kd6! (a useful position to remember—it is one of mutual zugzwang) Kf7 (6...Kf5 7 Kc7 K×f4 8 Kf6) 7 Kd7 Kf6 (7...Kf8 8 Ke6) 8 Ke8 Ke6 9 Kf8 Kf6 10 Kg8 Kg6 11 f5+ and wins.

**2 Kb7                    g4**

Or else Black must allow the White king on to the c-file, which only makes his position worse.

**3 f×g4**

Not 3 f4 g3.

**3                    ...Ke7**  
**4 Kc7**

White's objective is to force Black to take the h-pawn without expending his reserve tempo by playing g3.



<b>4</b>	<b>...Ke6</b>
<b>5 Kd8</b>	<b>Kf6</b>

**6 Kd7** (not **6 Ke8?** **Kg6 7 Ke7 K×h6** and alas **8 Kf6** is stalemate) **Kf7 7 Kd6 Kf6 8 Kd5 Kf7 9 Ke5** (now Black must take the h-pawn or White defends his pawns with **Kf4** and **g5**) **Kg6 10 Kf4 K×h6 11 Kf5 Kg7 12 Kg5** (with the pawn on **g3** instead of **g2** this position is a draw) **Kf7** (**12...h6+ 13 Kh5** and **14 g5**) **13 Kh6 Kf6** (**13...Kg8 14 g5** and **15 g6**) **14 g3!** reaching a position of mutual zugzwang with Black to move. Next move White just captures the h-pawn.

On the basis of the analysis of the previous diagram we felt that White could win in Mestel-Sznepik if Black played **10...Kd6** instead of **10...Kd4**, as follows:

<b>10</b>	<b>...Kd6</b>
<b>11 Ke4</b>	<b>Ke6</b>
<b>12 Kd4</b>	<b>Kd6</b>

If **12...Kf5 13 Kd5 Kf4** (**13...Kg5 14 Ke6 K×h6 15 Kf6 Kh5 16 g3 Kh6 17 g4 g5 18 Kf5** also wins) **14 Kc6 Kg3 15 Kf6 K×g2 16 f4 Kf3 17 f5 g×f5 18 K×f5** and wins.

<b>13 Kc4</b>	<b>Kc6</b>
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**13...Ke5 14 Kc5** is similar to the last note.

<b>14 Kb4</b>	<b>Kd6</b>
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After **14...Kb6 15 f4 Kc6 16 g4 Kd6 17 f5 g×f5 18 g5** White promotes.

<b>15 Kb5</b>	<b>Kd5</b>
<b>16 Kb6</b>	<b>Kd6</b>
<b>17 Kb7</b>	<b>Kd7</b>

reaching the previous diagram. However, there is a flaw in this line. At move **14** Black can ignore the dictates of the opposition and launch a counterattack on the White pawns:

<b>14</b>	<b>...Kd5!</b>
<b>15 Kb5</b>	<b>g5!</b>

**16 Kb6** (**16 g3 Kd4**) **g4 17 Kc7** (**17 f×g4 Ke5 18 g3 Kf6 19 Kc5 Kg5 20 Kd4 K×h6 21 Ke4 Kg5** and **17 f4 g3** are fine for Black) **g3 18 Kd7 Kd4 19 Ke6 Ke3 20 f4** (**20 Kf6** is rather unwise!) **K×f4 21 Kf6 Kc3 22 Kg7 Kf2** and the game peters out to **Q v Q**.

So the final verdict is that both **10...Kd6** and **10...Kd4** draw. Returning to the position of diagram 122a we may continue the game:

<b>10</b>	<b>...Kd4!</b>
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White must give up his reserve tempo to extricate his king and this makes Black's defensive task much easier.

<b>11 Kg5</b>	<b>Ke5</b>
<b>12 g3</b>	<b>Ke6</b>
<b>13 Kf4</b>	<b>Kf6</b>
<b>14 Ke4</b>	<b>Ke6</b>
<b>15 Kd4</b>	<b>Kd6</b>
<b>16 Kc4</b>	<b>Kc6</b>
<b>17 f4</b>	

Now that the f3 pawn is subject to attack there is no point in an outflanking manoeuvre, e.g. 17 Kb4 Kd5 18 Kb5 g5, followed by ...Kd4-e3.

<b>17</b>	<b>...Kd6</b>
<b>18 g4</b>	

Again, if 18 Kb5 Kc6 19 Kc5 (19 g4 Kf7 transposes to the game) g5! and Black draws without difficulty.

<b>18</b>	<b>...Ke6</b>
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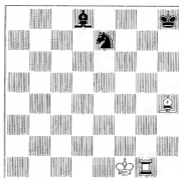
Although Black is now constrained to keep his king on the e-file or further right by the threat of f5 gxf5 g5, Black has only to keep the (distant) opposition to draw, since White has no tempo moves. The game concluded **19 Kc3 Ke7** (the only correct square) **20 Kd4 Kf6** **21 Kc5 Ke7** **22 Kb5 Kf7** **23 Kc5 Ke7** **24 Kd5 Kf7** **25 Ke4 Ke6** **26 Kf3 Kf7** **27 Kg3 Ke7** **28 Kf2 Kf6** **29 Ke3 Ke7** **30 Kd4 Kf6** **31 Kd5 Kf7** **32 Kd6 Kf6** **33 Kd7 Kf7** **34 f5 gxf5** **35 gxf5 Kf6**  $\frac{1}{2}$ - $\frac{1}{2}$ .

## 12 Studies

There are studies sprinkled throughout this book, so it might seem redundant to have a separate chapter devoted to them. The main reason is that there were a number of studies which I felt had to be included in the book, but which did not easily fall under any of the headings of the earlier chapters. I have tended to choose studies which have natural positions and all except one of the positions in this chapter fall under this heading. There is a wealth of interesting tactical play and I hope that the reader will play through the solutions or, if ambitious, try to solve them.

123

W



Win

*T. Gorgiev, 2nd Pr., Shakhmaty 1929*

With only six pieces on the board there are a number of surprising tactical turns before White finally wins. The material balance normally leads to a draw, so White must act at once.

**1 Bf6+                    Kh7**  
**2 Rg7+                    Kh6**

Forced, because 2...Kh8 3 R×e7+ Kg8 4 Re8+ wins.

**3 Rf7!                    Kg6**

The only move, as White threatened 4 B×e7 Kg6 5 Rf6+ and if 3...Nc6 4 B×d8 N×d8 5 Rd7 picks up the knight next move.

**4 Rf8**

If one looks at this position it is clear that all Black's available moves lose a piece, but despite this unusual zugzwang Black can still fight on.

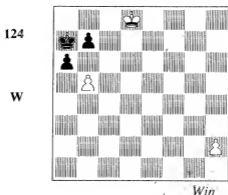
4 ...Nc6!  
5 B×d8 Kg7

With the idea of a perpetual attack on the White rook, which is restricted to the four squares along the eighth rank. But there is just one way out!

6 Re8 Kf7  
7 Rh8 Kg7  
8 Bf6+!

and wins, since White emerges with a whole extra rook.

The following is one of the most famous endgame studies ever composed, but nevertheless it may be new to some people.



*D. Joseph, British Chess Magazine 1922*

In fact this is not the position originally published by Joseph, but a version by an unknown Czechoslovak composer which appeared in *Ceskoslovenska Republika* in 1923.

1 b6+!

1 b×a6? b5 certainly loses after a skewer, while 1 h4? a×b5 leaves White on the worse side of Q+bP v Q. At first sight 1 b6+ ends the game, since Black's b-pawn is blocked and White's promotion on h8 stops Black promoting on a1.

1 ...Kb8!

Playing for stalemate.

2 h4 a5

3 h5	a4
4 h6	a3
5 h7	a2
6 h8=Q	

After 6 h8=B? a1=Q 7 B×a1 Black can be stalemated but he can never be driven out of the corner, so the position is a draw.

6 ...a1=Q

Now the real battle starts. White must move his queen, but where? The only winning chance is to play the queen along the eighth rank to threaten mate by moving the king.

7 Qg8!

Not 7 Of8? Qa3! and White must abandon the eighth rank, since Black intends 8...Qd6+ and 9...Q×b6. Also, if 7 Qe8? Qg7! and White is in zugzwang.

7 ...Qa2  
8 Qe8!

Now this move is possible as Black cannot confine the king.

8 ...Qa4

White can now reveal the point of playing the queen to e8.

9 Qe5+! Ka8  
10 Qh8

and wins, since Black has been deprived of his stalemate defence.

The next study depends for its effect on the astonishing final position.



Win

*D. Petrov, 1st Pr., Shakhmaty 1959*

With both bishops attacked White's first move is certainly forced.

**1 Rd8 a2!**

If 1...Rf4+ 2 Ke3 (2 Ke5? a2, when both 3 B×a2 Ra4 4 Bb3 Rb4 and 3 Ra8 Rf5+ 4 Ke6 Rf8 5 Ra4+ Kh3 6 Bf7 a1=Q lead to a draw) Ra4 (2...Rf3+ 3 Ke2 or 2...a2 3 Ra8 Rf8 4 Ra4+ Kh5 5 B×a2) 3 Bf6 and 4 Rd1 stopping the pawn.

**2 B×a2 Rf4+**  
**3 Ke3!**

3 Ke5? transposes to the note to Black's first move.

**3 ...Ra4**

Not 3...Rf3+ 4 Kc2 Ra3 5 Rd4+, defending the bishop on h4 with gain of tempo.

**4 Bb3 Rb4**

If 4...Ra3 5 Rd4+ and 6 Rb4 wins. After 4...Rb4 it seems that White has exhausted his resources and must lose one of the bishops.

**5 Rd4+!! R×d4**  
**6 Be7**

An amazing position! The rook is trapped in mid-board, e.g. 6...Rf4 7 Be6+ Rf5 (7...Kg3 8 Bd6) 8 Ke4, or 6...Rd7 7 Be6+. The move 5 Rd4+ is very hard to see when solving this study, because one just doesn't realise it is possible for two bishops to trap a rook.



*Win*

*L. Kubbel, 1st Pr., 64 1925*

This looks almost like a middle-game position from an over-the-board encounter. Material is nearly balanced, but in view of the advanced a-pawn White must press his attack home with all possible speed.

### 1 Rg6

The only reasonable move, since 1 Qf5+ Nf6 2 R×f6+ e×f6 3 Q×f6+ Kg8 is only perpetual check.

1                      ...Nf6

If 1...Kf7 2 Qf5+ Nf6 3 R×f6+ e×f6 4 Qh7+ transposes to the main line, while 1...B×f4+ (1...Be1+ 2 Kd3 only makes matters worse for Black) 2 Q×f4+ Nf6 3 Qh6+ Kf7 4 Rg7+ Kc6 5 Qe3+ and mates in three more moves is no better.

2 Qh6+              Kf7

After 3 Rg7+ Kc6 4 f5+ Kd6 the Black king escapes, but White has a better move.

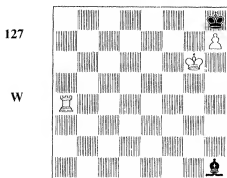
3 R×f6+!	e×f6
4 Qh7+	Ke6
5 f5+	Kd6
6 c5+	Kd5

All forced up to here. But now how is White to continue? If 7 Kd3 Qa6+ or 7 Qd7+ Kc4, and in both cases Black wins.

7 Qg8+!	Q×g8
8 Kd3	

followed by 9 c4 mate. An excellent combination!

The next study comes as a complete change after such violence.



Win

*J. Vancura, 28 Rijen, 1924*

White only needs to get his rook to the eighth rank to finish the game, but this is more difficult than it might seem. There is a threat of 1...Be4+! which either forces stalemate or wins the pawn on h7, after which the game would be a clear draw, since Black has the

'right' bishop, i.e. one of the opposite colour to the corner square. To defend against this threat, the only moves which come into consideration are 1 Ra7 and moves of the White king. But if 1 Ra7 Be4+ 2 Kh6 Bb7! 3 Kg6 (if 3 Ra1, for instance, 3...Be4 forces the rook to return) Be4+ 4 Kf7 Bg6+ draws; 1 Kh6 Be4 2 Ra7 Bb7 is the same, while 1 Kh5 Kxh7 and 1 Kf7 Bd5+ 2 Kg6 Be4+ are simple draws. Two slightly more difficult lines are 1 Kf5 Bc6 2 Rh4 (2 Ra7 Be4+) Bb5 (intending 3...Bd3, with or without check) 3 Ke4 Be8 4 Rh6 (4 Kf5 Bg6+) Ba4 5 Kd3 (5 Rh2 Be8 forces 6 Rh6 again) Bd7 6 Rh5 Be8, with a draw by repetition, and 1 Kf6 Bc6 2 Rc4 (2 Ra7 Be4 or 2 Rh4 Bb5 3 Rh3 Ba4, with a similar draw to that after 1 Kf5) Bb5 3 Rb4 Bd3 4 Kf7 Bg6+ draw. So we finally come to the only winning move.

### 1 Kg5!!

White avoids annoying checks and at the same times stays within range of the important h6 square.

### 1 ...Bc6

White is trying to move his rook off the a-file with gain of tempo and then play Kh6. So 1...Bf3 2 Rf4 and 3 Kh6 or 1...Bd5 2 Rd4 and 3 Kh6 allow White to achieve this at once, while 1...Bg2 2 Rg4 Bc6 (2...Bh3 3 Rd4 and 4 Kh6) 3 Kh6 Bd5 4 Rd4 wins. Finally 1...Bb7 2 Rf4! Kg7 (or else 3 Kh6) 3 Rf7+ Kh8 4 Kh6 wins.

2 Rc4	Bb5
3 Rc7	Ba4
4 Kh6	Bd7
5 Ra7	

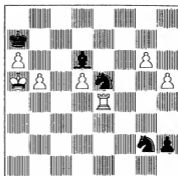
and now 5...Bc6/c8 6 Rf7 and 5...Be8 6 Rb7 both lead to mate.

The Mitrofanov study which follows admittedly has an unnatural initial position, but this is more than compensated for by the spectacular play.



128

W



Win

*L. Mitrofanov, Vecherny Leningrad 1971*

If at once 1 g7 then 1...Bc7+ prevents the Black king from being driven on to the back rank and wins.

**1 b6+                      Ka8**

Black must be able to interpose the bishop on b8 after 2 g7 h1=Q 3 g8=Q+, so 1...Kb8 would be a mistake.

**2 Re1!**

If at once 2 g7 h1=Q 3 g8=Q+ Bb8 white is unable to continue with a quiet move, due to the threat of 4...Qa1+. The purpose of 2 Re1! is to block the queen's path from h1 to a1.

**2                              ...Nxe1**  
**3 g7                            h1=Q**  
**4 g8=Q+                      Bb8**  
**5 a7**

The White queen must continue to guard d5, so this is the only effective move. Black's plight seems desperate, as 5...Nc4+ 6 Ka6 loses at once; but he keeps his hopes alive with a sacrifice.

**5                              ...Nc6+!**  
**6 dxc6                        Qxh5+**

Now it is White who faces difficulties, as after 7 Ka6 Qe2+ Black delivers perpetual check.

**7 Qg5!!                      Qxg5+**

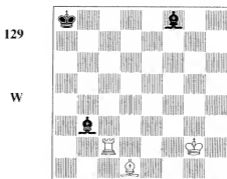
Black has no choice, for if the queen moves away 8 b7+ Kxa7 9 Qc5 is mate.

**8 Ka6                        Bxa7**

Or 8...Qa5/b5+ 9 Kxa5/b5 Bxa7 10 c7 wins.

and despite Black's vast material plus he has no defence, e.g. 9... Qd5 10 c8=Q+ Bb8 11 b7+ or 9...Qa5+ 10 K×a5 Kb7 11 b×a7. It is interesting that without the knight on e1 Black could draw in the final position by 9...Qa5+ 10 K×a5 B×b6+ forcing stalemate.

The following study, which contains a marvellously subtle move, is one of my personal favourites.



Win

*R. Missiaen, 2nd Pr., Schakend Nederland 1974*

In order to win White must pick up one of the bishops and 1 Rc8+ Kb7 achieves nothing, so White's first move is forced.

**1 Bf3+            Ka7**

Not 1...Kb8 2 Rb2. After 1...Ka7 it is tempting to try 2 Rc8 (2 Rc7+ Ka6 helps Black), attacking the bishop and threatening Ra8+ followed by Rb8+. But after 2...Bd6 3 Rc3 (3 Rc6 Bf4) Ba4, Black has consolidated his scattered pieces. The correct plan is first to chase the other bishop.

**2 Rc3            Be6**

The lines 2...Ba2/a4 3 Rc8 and 4 Ra8+, 2...Bf7 3 Rc7+ and 2...Bg8 3 Rc8 are elementary, so Black's move was forced.

**3 Rc6            Bb3**

The only new line to add to those above is 3...Bf5 4 Rf6. Now White has improved the position of his rook, but where can he go from here? 4 Rc8 transposes to the note to Black's first move, while there is nothing else obviously constructive. But suppose it were Black to move in this position. The lines 4...Ba3 5 Rc3 and 4...Be7/g7 5 Rc7+ show that Black would have to play 4...Bb4. But then White can exploit the line-up by 5 Rc1, and if 5...Be6 6 Rc7+ or 5...Bd6/f8 6

Ra1+ and 7 Rb1 or, finally, 5...Ba5 6 Ra1 Ka6 7 Be2+ Kb6 8 Rb1, and in each case Black loses a piece, so the move 5...Bg8 would be forced. Alas, then White has no further continuation, e.g. 6 Rc7+ Kb6 or 6 Rc8 Be6 7 Rc6 Bf5, but we must remember that White had a spare tempo at move 4. By an imaginative leap, we can see that if the White king were not obstructing the g-file White could continue to harry the bishop by 6 Rg1 and a short check—6...Bc4 7 Rg4, 6...Be6 7 Rg7+ and 8 Rg6, and 6...Bb3 7 Rb1 shows that this does in fact work. So, returning to the position before White's 4th move, we have only to move the king off the g-file in such a way as to not expose it to check at any point. Thus the right move is. . .

#### 4 Kh1!!

Giving a position of mutual zugzwang! If it were White to move he could not move rook or bishop without giving a vital extra square to Black's bishops (e.g. d6 or d1), while a king move would either allow a check or block the g-file, when ...Bb4 would draw.

4	...Bb4
5 Rc1	Bg8
6 Rg1	Be6
7 Rg7+	

and 8 Rb7+ or 8 Rg6 will pick up a piece.

To end this chapter, here is a game position which could almost be mistaken for a composed study.



*Ortueta-Sanz, Madrid 1934*

Black initiates a very attractive and well-calculated combination designed to activate his queenside pawns.

1	...Rxb2!!
2 Nx b2	c3

If now 3 Nd3 c4+ 4 Rxb6 cxd3 and the two connected pawns

triumph. Since 3 Re7 c×b2 4 Re1 c4+ is hopeless, White's move is forced.

**3 R×b6**

To reply 4 Nd3 to either 3...a×b6 or 3...c2.

**3                    ...c4!**

Black threatens 4...c2, and if 4 N×c4 c2 5 Rc6 c1=Q+ 6 Kf2 Qf4+ 7 Kg1 Qc4! threatens mate and attacks the rook. White has just one move to defend against ...c2.

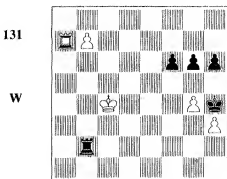
**4 Rb4                a5!**

The whole combination runs like clockwork—whichever way the rook moves the pawn promotes on c1 or b1.

**5 Na4                a×b4**  
**0-1**

## 13 Practical examples

In the previous chapters we have usually concentrated on one particular tactical element to the exclusion of all others. But in practice it is rarely so simple. So in this chapter we take a look at some positions from practical games in which many of the elements of earlier chapters are interwoven. Generally the analysis is quite complex, but don't be put off—the positions are all very interesting.



*Galvenius–Stone, England 1952*

This position arose in a county match between Middlesex and Oxfordshire at adjudication time. The position was given as a win for White and Yanofsky published some analysis in *Chess* (January 1953) supporting this verdict. Later a reader wrote in to suggest that the analysis was incorrect. Who was right? Let's see how Yanofsky's analysis continued.

1 g5!

In view of the passive position of his rook, White cannot hope to win by normal means, while 1 Kc5? allows 1...K×h3 (prevented in the original position because of 2 Ra3+ and 3 Rb3) and Black's three pawns will beat White's rook after White promotes.

1 ...f×g5

Of course not 1...K×g5? 2 Ra5+ and 3 Rb5, but the reader claimed that 1...h×g5 was better. Although the resulting cluster of pawns is

nearer the White king, Black is not troubled by mating threats as in the main line of the analysis. However, White can win, e.g. 1...h×g5 2 Kc3 Rb6 3 Ra4+ K×h3 4 Rb4 R×b7 5 R×b7 f5 6 Rg7! (the reader's analysis only considered 6 Kd3? when, after 6...g4, both 7 Kc3 Kg3 8 Rg7 f4+ 9 Ke2 Kg2 10 R×g6 f3+ 11 Ke3 g3 and 7 Rg7 Kg3 8 R×g6 Kf2! 9 Rg5 g3 10 R×f5+ Ke1! lead to draws—however, 6 Kd2 probably wins for White since ...Ke1 in the last line is prevented) g4 7 R×g6 Kg3/g2 (if 7...g3 8 Kd3 wins, as the king reaches f2 in time) 8 Kd2 Kf2 (or White blockades the pawns with his king) 9 Rg5 g3 10 R×f5+ and wins easily.

<b>2 Kc3</b>	<b>Rb6</b>
<b>3 Ra4+</b>	<b>K×h3</b>
<b>4 Rb4</b>	<b>R×b7</b>
<b>5 R×b7</b>	<b>h5</b>

Yanofsky concentrated mainly on 5...g4 6 Kd3 g3, when White wins more easily: 5...g4 6 Kd3 g3 (6...h5 7 Ke2 h4 8 Kf1 Kh2 9 Rb4! wins quite easily) 7 Kc2 h5 (if 7...Kg2 8 Rh7 h5 9 Rh6 Kh2 10 R×g6 h4 11 Kf3 Kh3 12 Rh6 g2 13 Rg6 picks up the g-pawn, while 7...Kh2 8 Kf3 h5 9 Rb2+ transposes to A below) 8 Kf3 and now:

(A) 8...Kh2 9 Rb2+ Kh3 10 Rb5 h4 (10...Kh2 11 Rg5 h4 transposes) 11 Rg5 Kh2 12 R×g6 transposes to C.

(B) 8...g2 9 Rb1 g5 10 Kf2 g4 (the only defence to 11 Rg1) 11 Rb3+ Kh2 12 Rg3 winning the pawn.

(C) 8...h4 9 Rg7 Kh2 10 R×g6 Kg1 11 Rg4 Kf1 12 Rb4 Kg1 13 R×h4 g2 14 Rg4 Kh1 15 Kf2 and wins.

(D) 8...g5 9 Rh7 g4+ (9...h4 10 Rg7 Kh2 11 R×g5 is C again) 10 Ke2 h4 (10...g2 11 Kf2! g3+ 12 Kg1 wins) 11 Rh8! g2 12 Kf2 g3+ 13 Kg1 and Black will lose all his pawns.

**6 Kd3**

6 Kd2 is just as good.

**6**                                  **...Kg2**

Black may as well play this at once, since he will sooner or later have to prevent the White king's approach. Yanofsky didn't mention this move in his published analysis.

**7 Ke2!**

White has various tempting paths which fail:

(A) 7 Rg7 h4 8 R×g6 h3 9 R×g5+ Kf3 10 Rh5 Kg2 11 Ke2 h2 12 Rg5+ Kh1 is a draw.

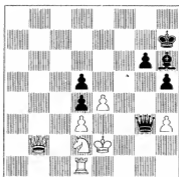
(B) 7 Rb2+ Kf3 8 Kd2 Kf2 9 Kd1+ Kf1 10 Rb6 h4 11 Rf6+ Kg2 12 R×g6 h3 13 R×g5+ Kf3 14 Rh5 Kg2 15 Ke2 h2 leads to the same draw.

(C) 7 Kc3 g4 8 Kf4 g5+! 9 K×g5 g3 10 Kf4 (10 Rb2+ Kh1 and 10 Kh4 Kh2 are immediate draws) h4! (avoiding the trap 10...Kh2? 11 Rb2+



132

B



*Hverekilde-Speelman, Teesside 1979*

This is from the England–Denmark match of the 1979 Clare Benedict tournament. The position has many middlegame features, but reductions to various types of endings are possible. Black is a rook down but has immediate perpetual check if he wants it. The only question is, can he win?

1                   ...Qe3+  
2 Kf1                Q×h3+

This was the sealed move. It makes sense to take the h3 pawn before the d3 pawn (both are doomed) as the White king may escape via d3 if that one is taken first. Most of the English team settled down to analyse the position with Jon Speelman in the two-hour break before the game resumed and to our surprise we were able to determine a lengthy variation which offered White few chances to deviate. This line did in fact occur when the game was resumed, but there was a flaw in the analysis. . .

3 Ke1                Qe3+

Attempting to bring the bishop into the attack at once fails after 3...Qg3+ 4 Kc2 Qg2+ 5 Ke1 Be3 6 Rb1 B×d2+ 7 Kd1! and the bishop is lost.

4 Kf1                Q×d3+  
5 Ke1

5 Kf2 Be3+ 6 Ke1 Bg5 transposes to the game, while 5 Kg1 Be3+ 6 Kh1 Qe2 7 Qc2 d×e4 leaves White hopelessly tied up.

5                    ...Bg5!

After 5...Qg3+ 6 Kf1 Be3 7 Qh7+ Kh6 8 Qf7 d3 9 Qf8+ White forces a draw, since the attempt to avoid perpetual check by 9...Kg5 10 Qe7+ Kg4 11 Qe6+ Kh4 loses to 12 Qf6+ Kh3 13 Qf3 B×d2 14 Q×g3+ K×g3 15 e×d5 with a winning position for White. The move



played not only threatens mate but also gives the Black king a hiding place on h6.

### 6 Ra1

Better than 6 Rc1 (6 Rb1? B×d2+), when Black can simply play 6...d×e4.

### 6 ...Qg3+

Now 6...d×e4 fails to 7 Ra7+! Kh6 8 Ra3 and 8...B×d2+ is answered by recapturing with check. However, 6...Qe3+ would be just as good as the text.

### 7 Kd1

Or 7 Kf1 Qh3+ 8 Ke1 Qh1+ 9 Ke2 (9 Nf1 loses at once to 9...Bh4+, while 9 Kf2 Be3+ 10 Ke2 Qg2+ 11 Kd3 d×e4+ 12 Kc4 B×d2 transposes to a later point of this note) Qg2+ 10 Kd3 (10 Kd1 Qg1+ transposes to the game, while 10 Ke1 Qg1+ 11 Ke2 d3+ 12 K×d3 Qe3+ 13 Kc2 Q×d2+, followed by 14...Q×b2+ and 15...Bf6+ is trivial) d×e4+ 11 Kc4 B×d2 12 Ra7+ Kh6 13 Q×d4 and Black has excellent winning chances in view of the relative safety of his king.

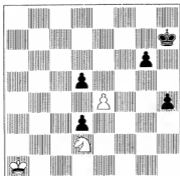
7	...Qg1+
8 Kc2	d3+
9 Kb3	Qb6+
10 Ka2	Q×b2+
11 K×b2	Bf6+
12 Kb1	

Of the available endings, this is the only one to offer drawing chances, e.g. 12 e5 B×e5+ 13 Kb1 B×a1 14 K×a1 h4 15 Nf3 Kh6 16 Kb2 g5 17 Kc3 Kh5 18 K×d3 g4, and the h-pawn goes through; or 12 Kb3 B×a1 13 e×d5 Be5 14 Nf3 Bf4 15 Kc3 d2 16 Kc2 Kg7, and the king marches over to deal with the d-pawn.

12	...B×a1
13 K×a1	h4

132a

W



Better than 13...d×e4 14 N×e4 Kh6, which wastes time and makes it harder for the Black king to emerge.

During our adjournment analysis we had considered this ending an easy win and so had looked mainly at alternative lines for White. But on approaching this position, Jon Speelman suddenly realised that it was far from easy, if, indeed, there was a win at all. The reason for this discrepancy was not hard to discover—we had failed to replace all the pieces after analysing one of the earlier variations and so had been looking at this position with the Black king on h6 rather than h7! Fortunately Hverekilde hadn't looked at this position at all and immediately went astray.

### 14 Nf3?

Black threatened 14...h3 15 Nf3 d2, but the correct antidote was 14 Kb2! moving into the square of the d-pawn, with the continuation 14...h3 15 Nf3 d×e4 (15...Kg7 16 e×d5 g5 17 Nh2 stops all the pawns) 16 Ng5+ and now:

(A) 16...Kh6 17 N×h3 Kh5 18 Nf2 d2 19 Nd1! Kg4 20 Kc2 or 17...g5 18 Nf2 d2 19 Nd1 g4 20 Kc2 or 17...e3 18 Nf4 d2 19 Kc2, followed by 20 Ng2, in each case with a clear draw.

(B) 16...Kg7 17 N×e4 (simplest, but 17 N×h3 also draws after 17...Kf6 18 Kc3 Ke5 19 Kd2! Kd4 20 Nf4 e3+ 21 Kd1 Kc3 22 Nd5+ or 18...Kf5 19 Kd2 Kg4 20 Nf2+ Kf3 21 Nh3 Kg3 22 Ng5 and Black can make no progress) h2 (17...Kh6 18 Nf2) 18 Nf2 with a draw, since Black's king cannot come out, e.g. 18...g5 19 Kc3 g4 20 Nh1 Kg6 21 K×d3 Kh5 22 Ke3 Kh4 23 Kf2 Kh3 24 Ng3.

14                   ...d×e4  
15 Ng5+

Here White cannot take the more dangerous h-pawn, because his king is too far away and Black would promote with ...d2.

15                   ...Kh6  
16 N×e4           h3

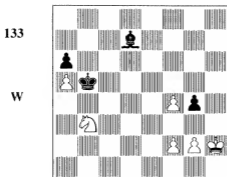
White is a vital tempo down over B above and this deprives him of the chance to play Nf2.

<b>17 Kb2</b>	<b>h2</b>
<b>18 Nf2</b>	<b>Kg5</b>
<b>19 Kc3</b>	<b>Kf4</b>
<b>20 K×d3</b>	<b>Kf3</b>

**0-1**

as after 21 Nh1 Kg2 etc., the advance of the g-pawn is decisive.

The Rio Interzonal in 1979 provided two very interesting endings, with the unlucky Velimirovic on the wrong end of both of them.



*Portisch-Velimirovic, Rio 1979*

Although White is two pawns up at the moment, Black threatens to obtain an outside passed pawn by ...Kb4 followed by ...K×a5.

**1 f5!**

White uses a tactical point to push his own passed pawn as quickly as possible.

**1 ...B×f5!**

Although this should still lose, it is without doubt the best practical chance. After 1...Kb4 2 f6 Be8 3 Nd4 K×a5 4 Kg3 Kb4 5 K×g4 Kc4 (5...a5 6 Nc6+ and 7 N×a5 wins as well) 6 Nf5 Kd5 7 Ne3+ White wins with no trouble at all, but after the move played Black can rely on the fact that knights are particularly helpless against rook's pawns.

<b>2 Nd4+</b>	<b>K×a5</b>
<b>3 N×f5</b>	<b>Kb4</b>
<b>4 Ne3?</b>	

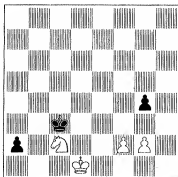
This doesn't throw away the win, but it does make it much more difficult. After 4 Nd4! Kc4 (4...a5 5 Nc6+ and 6 N×a5, while 4...Kc3 5 Nc6 holds up the pawn for two important tempi) 5 Nc2 Kb3 (5...

a5 transposes, since Black must play ...Kb3 at some point) 6 Na1+! Kb2 7 Kg3 K×a1 8 K×g4 a5 9 f4 a4 10 f5 a3 11 f6 a2 12 f7 both sides promote, whereupon White exchanges queens and wins.

4                   ...a5  
5 f4

White had an alternative, completely different, winning method starting with 5 Kg1!. In order to understand the play after this move let us look first at the following position:

133a



This position is mutual zugzwang. With Black to play we have 1... Kb3 (1...Kd3 2 Nb4+) 2 Kd2 Kc4 (2...Kb2 3 Kd3 Kb3 4 f4 wins) 3 Na1 Kd4 4 Nb3+ Kc4 (4...Ke4 5 Kc2) 5 Ke2 Kb4 6 Kb2 Kc4 7 Nc1 and 8 K×a2 winning easily. But with White to play the lines 1 Kc1 (1 Na1 Kb2 2 Nc2 Kc3) Kd3 2 Kb2 Ke2 3 f4 g×f3 4 Nd4+ Kf2 5 g4 (5 g×f3 Ke3) Kg3 and 1 g3 Kb3 2 Kd2 (2 Kc1 Kc3 3 Na1 Kd3 4 Kd1 Kc3 repeats the position) Kb2 3 Kd3 (White cannot make a passed pawn on the kingside once he has played g3) Kb3 both lead to draws. So in the play after 5 Kg1 both sides attempt to reach the diagram position with the other player on the move: 5 Kg1! a4 6 Kf1 Kb3! (not 6...a3? 7 Nc2+ and 8 N×a3, while 6...Kc3 7 Ke2 a3 8 Kd1 wins, as 8...a2 9 Nc2 is zugzwang, 8...Kd3 9 Nc2 wins the a-pawn and 8...Kb3 9 Nc2 a2 10 Kd2 wins, as in the analysis of the diagram) 7 Ke1 Kc3 (Black must prevent 8 Kd2, followed by Nc2) 8 Kc2! (not 8 Kd1? a3 9 Nc2 a2 and it is White to move!) a3 (or else Kd2) 9 Kd1 a2 10 Nc2 and wins.

5                   ...g×f3  
6 g4!

The only winning move. Time is important and the pawn would take one move longer to promote after 6 g×f3.

**6                    ...Kc3!**

Not 6...a4 (6...Kb3 allows White to promote with check) 7 g5 Kc3 8 g6 a3 9 g7 a2 10 g8=O a1=Q 11 Og7+ and White wins.

**7 g5                    Kd4?!**

A weak move, as White has a skewer with the king on d4. 7...a4?! transposes to the last note, while 7...Kd2?! 8 Nf1+ Ke1 9 g6 promotes first. The best resistance was offered by 7...Kd3! and now:

1) 8 Nd5... (8 Nd1 a4 9 g6 a3 10 Nc3 f2 11 Kg2 K×c3 12 g7 f1=Q+ 13 K×f1 a2 also draws) a4 (but not 8...f2? 9 Kg2, when 9...Ke2 10 Nf4+ Ke1 11 Nd3+ Ke2 12 N×f2 a4 13 Nc4 a3 14 Nc3+ Kd3 15 Na2 and 9...a4 10 K×f2 a3 11 g6 Kc4 12 Ne3+ Kd3 13 g7 a2 14 g8=O a1=Q 15 Qc4+ Kd2 16 Qc2 mate both win for White) 9 g6 a3 10 Kg3 (10 g7 f2 11 Kg2 a2 12 g8=O f1=Q+ is dead drawn) Kc4! (10...a2? 11 Nb4+ Ke2 12 N×a2 f2 13 Nc1+ Ke3 14 Kg2 wins) 11 g7 (11 Nc3+ Kd3 12 Nd5 Kc4 repeats, while 11 Nc3 K×c3 12 g7 f2! 13 K×f2 a2 14 g8=O Kb2 draws, as the White king is one square too far away to win) a2 12 g8=O a1=Q ... 13 Ne3+ Kd3 and Black draws easily.

2) 8 Nf1! (this surprising retreat leads to a study-like win) a4 9 g6 a3 10 g7 a2 11 g8=O a1=Q 12 Qh7+! Kc4 (12...Ke2 13 Qc4+ Kd1 14 Ne3+ Kd2 15 Nc4+ Kd1 16 Qd3+ Kc1 17 Qf1+ wins the queen) 13 Nd2+ Kb4/b5 (13...Kd5 14 Qd7+ also picks up the queen) 14 Qb7+ followed by immediate mate, knight fork or skewer.

**8 Ng4!**

Not 8 Nc4? K×c4 9 g6 Kd3, promoting the f-pawn; but now Black cannot indulge in a pawn race due to the bad position of his king, e.g. 8...a4 9 g6 a3 10 g7 a2 11 g8=O and 12 Qg7+.

**8                    ...Kd5**  
**9 Kg3                Ke6**  
**10 Ne3!**

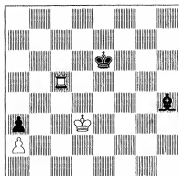
**1-0**

The final point—White holds up ...Kf5 long enough to take the f3 pawn with his king. After 10...a4 11 K×f3 a3 12 Kg4 a2 13 Nc2 Kf7 14 Kh5 Kg7 15 g6 Kg8 16 Kh6 Kh8 17 g7+ Kg8 18 Na1 White promotes the g-pawn.

The position I have chosen to finish the book is, despite its harmless appearance, far and away the most complex position in the book. Nevertheless, the analysis is quite fascinating and contains many surprising subtleties.

134

B



*Timman-Velimirovic, Rio 1979*

This is the position after White's 64th move, which was a capture. Objectively the position is drawn. Black places his bishop on b2 and the resulting control of the e5 and f6 squares renders it impossible for White to drive the Black king to the edge of the board. If it should happen, however, then White wins. It is also possible for White to win if the Black king comes adrift from the top right corner and moves either to the top left or bottom right corner, even if it is not on the edge of the board, since the bishop would then be unable to co-operate in the defence of Black's king. But this cannot be forced.

<b>1</b>	<b>...Bf6</b>
<b>2 Rc6+</b>	<b>Ke7</b>
<b>3 Ke4</b>	<b>Bb2</b>
<b>4 Kd5</b>	<b>Kf7</b>

Black can also draw by 4...Kd7 5 Re6 Bc1!; although this is the only move, e.g:

(A) 5...Ba1 6 Ra6 Bb2 7 Ra7+ driving the king to the back rank, which, as was mentioned above, wins.

(B) 5...Kd8 6 Kd6 (threat Re7) Bg7 7 Re3 Bf8+ 8 Kc6 Bb4 9 Rh3 and 9...Ke7 loses to 10 Rb3; so White can force 10 Rh7, pinning the Black king down.

(C) 5...Kc7 6 Rh6! Ba1 (or 6...Kb7 7 Kc5, threatening Rc6 followed by Kb5, transposing; while if 7...Kc7 then 8 Rh7+) 7 Rc6+ Kb7 (7...Kd7 8 Ra6 Bb2 9 Ra7+) 8 Kc5 Bd4+ 9 Kb5 Bb2 10 Rd6 Kc7 (or else Rd7+) 11 Rd3! and once again the king is forced back. In this line, as in a great many others to come, zugzwang was the main weapon. After 5...Bc1!, however, White can make no progress, for example 6 Ra6 (6 Re4 Bb2 7 Re1 Bc3) Ke7 7 Re6+ Kd7! (not 7...Kf7? 8 Ke5 and 9 Kf5, transposing to the game at a point where White was winning) and the Black king can maintain itself on the second rank.

**5 Re6**

**Kg7?**

The losing move. After 5...Ba1 6 Re3 Bb2 7 Kd6 Kf6 8 Rf3+ Kg5 9 Kd5 Kg4 10 Ke4 (threatening 11 Rf5, cutting the king off and winning) Kg5 Black cannot be driven on to the h-file.

**6 Ke4**

Transferring the king to f5 gives a winning position, since White is then able to force the enemy king on to the back rank.

**6**

**...Kf7**

**7 Kf5**

**Kf8**

Upon 7...Kg7 8 Re7+ or 7...Bc1 8 Rc6 and 9 Rc7+ the king has to move to the edge of the board in any case.

**8 Kg6**

**Bc3**

Whichever move Black makes with his bishop White gains a tempo to transfer his rook to the seventh rank.

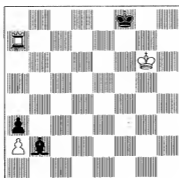
**9 Ra6**

**Bb2**

**10 Ra7**

**134a**

**B**



Chéron was the first person to prove that White can win in this position and his analysis was published in [9]. The winning line is highly involved and requires more than 50 moves. However, Chéron was more interested in showing that a win was possible than in finding the shortest plan. Consequently Timman and Andersson were able to find a number of improvements and short cuts in Chéron's analysis, with the result that Timman was able to win the game in just under the 50 moves. Timman published his own notes in *Schaakbulletin*, and in the following we rely substantially on the analyses of Chéron, Timman and Andersson.

The winning plan falls into a number of stages:

(1) White forces the Black king on to the h-file and stations his rook

on the g-file.

(2) White threatens to play R×b2 by withdrawing his king to b3. Black therefore has to prepare the transfer of his bishop to the a3–f8 diagonal, which is far less secure. This, however, involves moving the Black king out of the top right corner, where it is most favourably posted.

(3) If Black actually puts his bishop on the a3–f8 diagonal, White runs it out of squares and wins the a-pawn.

(4) If Black returns it to b2, his king is cut off along a rank and is gradually forced up the board to h2 or g2.

(5) Cutting the king off along the third rank, White marches his king over to the queenside. If the Black bishop is still on b2 then Kb4 and R×a3 wins, while if it has moved to the a3–f8 diagonal it once again runs out of squares and White wins the a-pawn.

<b>10</b>	<b>...Ke8</b>
<b>11 Kf5</b>	<b>Kf8</b>

Moving to the queenside loses quickly after 11...Kd8 12 Ke6 Kc8 13 Kd6 Kb8 14 Rd7 Kc8 15 Kc6 Bc1 16-Rd3 Bb2 (or 16...Kb8 17 Kb6 Kc8 18 Rc3+) 17 Kb6 with zugzwang.

<b>12 Ke6</b>	<b>Kg8</b>
<b>13 Rf7</b>	<b>Bc3</b>
<b>14 Rf3</b>	<b>Bb2</b>

Black will remain on this square as long as possible. After 14...Bb4 15 Rg3+ Kf8 (15...Kh7 16 Kf6 Bc5 17 Rg6 Bd4+ 18 Kf7 Bb2 19 Rc6 Bd4 20 Rc4 Bf2 21 Rc2 Bg1 22 Rc1 wins the bishop) 16 Rb3 Bc5 17 Rc3 Bb4 18 Rc7 Bd2 (18...Kg8 19 Kf6 and 20 Rf7 transposes) 19 Rf7+ Kg8 (19...Ke8 20 Ra7) 20 Kf6 Bc3+ 21 Kg6 Bb2 22 Rf3 Bc1 23 Rc3 wins. It is clear from this line that Black must avoid having his king bottled up in the corner, since a position with WKf7, Rg6 and BKh7 is a win whoever is to move and wherever the Black bishop is.

<b>15 Ke7</b>	<b>Kh7</b>
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15...Kg7 16 Rg3+ Kh6 is the same, so Black cannot prevent the king being forced on to the h-file.

<b>16 Rg3</b>	<b>Kh6</b>
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Stage one is completed! If White could somehow obtain a position with WKf5, Rg6 and BKh5 he would already be able to start on stage four, but after 17 Ke6 Kh5 18 Kf5 Kh6 he cannot make any direct progress. So he must make a detour via the queenside!

<b>17 Kd6</b>	<b>Kh5</b>
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The following alternatives lose more quickly:



(A) 17...Bg7 18 Kd5 Bf8 (18...Bb2 19 Kc4 followed by 20 Kb4 and 21 R×a3) 19 Ke6 and White is able to start stage three already.

(B) 17...Bc1 18 Kd5 Kh5 19 Kc4 Kh4 20 Rg8 and now:

(B1) 20...Be3 (20...Bf4/g5 are similar) 21 Kd3 Bc1 22 Kc4 Kh5 23 Kf5 Kh6 (or else Rg6 reaches the position White is aiming for) 24 Rg6+ Kh7 25 Kf6 and 26 Kf7 winning.

(B2) 20...Bb2 21 Kb3 Kh3 (or else 22 Rg2 and 23 R×b2, or if 22...Bc1 23 Rc2) 22 Rg6 Bc1 (22...Kh2 23 Rg4-a4-×a3 or 22...Kh4 23 Rg2 lose as well) 23 Rc6 Bb2 24 Rc4 followed by Ra4 and R×a3.

### 18 Kc5

A similar approach is that given by Chéron, namely 18 Ke6 Kh6 (18...Kh4 19 Rg6 and 20 Kf5 or 18...Bc1 19 Kf5 Kh6 20 Rg6+ Kh7 21 Kf6) 19 Kd5 Kh5 20 Kc4 Kh4 21 Rg8, transposing into the game after White's 21st move.

18                      ...Kh4

Or else 19 Kb4 and 20 R×a3.

19 Rg8                      Be5

Black cannot delay preparing the move to the a3-f8 diagonal any longer, since 19...Kh3 20 Kb4 Kh4 21 Kb3 transposes to B2 in the note to Black's 17th move. If 19...Bf6 20 Rg6 Be7+ (20...Bb2 21 Kb4 is the same as 19...Kh3) 21 Kd5 Kh5 22 Rg3 and White transposes to the note to Black's 21st move after 24...Be7.

134b

W



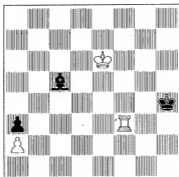
20 Kd5                      Bb2  
21 Kc4                      Bf6

This represents the end of stage two and is the point at which Black has to decide whether to transfer his bishop permanently to the a3-f8 diagonal. One line where he does this is 21...Be5 22 Kb3 Bd6 23 Rg6 Bf8 (23...Bc5? 24 Ra6 Kg4 25 Ra4+ Kf3 26 R×a3 wins or 23...Be7 24 Kc4, which is similar to the text) 24 Kc4 Kh5 (24...Be7

25 Kd5 Kh5 26 Rg3 Kh6 27 Ke6 Bb4 28 Kf5 transposes to the note to Black's 23rd move) 25 Rg8 Be7 (25...Bd6 26 Kd5 Bb4 27 Rg3 transposes) 26 Rg2! (not 26 Kd5? Bf6 and White has made no progress) Bd6 (26...Kh6 27 Kd5 Bf6 28 Rg3 Bh2 29 Kc4, followed by 30 Kb4 and 31 Rxa3 wins, as does 26...Kh4 27 Kd5, followed by Ke6-f5, when the Black king is cut off from the top right corner; while 26...Bf8 is more or less the same as 26...Bd6, because after either move Black is unable to answer Kd5 with a bishop move on to the a1-h8 diagonal) 27 Kd5 Bb4 28 Rg3 (not 28 Ke6? Bc3) Kh4 29 Rb3 Bf8 (29...Be7 is much the same) 30 Rf3 Be7 31 Ke6 Bc5 (31...Kg4 32 Rc3 Bf8 33 Rc8 Bh6 34 Rc4+ Kh5 35 Kf5 wins)

134c

W



32 Rd3!! (a big improvement over Chéron's 32 Rc3) and now:  
 (A) 32...Kg4 33 Rc3 Bf8 34 Rc8 Bh6 35 Rc4+ Kg5 (35...Kh5 36 Kf5 wins) 36 Kf7, followed by 37 Rc3 winning the a-pawn.  
 (B) 32...Bf8 33 Kf6! Kg4 (33...Kh5 34 Rd4! Bh6 35 Kf5 Bf8 36 Rd8 Bg7 37 Rd1 wins the bishop, while 33...Be5 34 Kf7 Kg4 transposes to the main line) 34 Kf7 Bc5 35 Rc3 Bd6-36 Ke6 Bf8 37 Rc8 Bh6 38 Rc4+ Kh5 (38...Kg5 39 Kf7 as before) 39 Kf5 Bf8 40 Rc8 Bg7 41 Rc1 winning.

**22 Rg6                      Bg5**

22...Be7 transposes to the last note, bracket after Black's 24th move.

**23 Kd5**

In *Informator* Milic suggests 23 Kb3 Bc1 24 Rg1 Bb2 25 Rg2 as a quicker win, but of course Black plays 23...Be7.

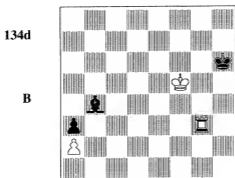
**23                              ...Bc1**

Black decides to return to b2, whereupon White starts on stage four. If Black attempts to bring his king back to the top right corner his bishop cannot return to b2. In this case the main line is 23...Kh5 24 Rc6! Bd2 (if 24...Bh6 25 Ke6, when 25...Bg7 26 Kf5 transposes to the game; while 25...Kg6 26 Rc3 Bf8 27 Rg3+ Kh6 28 Kf6 Kh5 29

Kf5 Kh6 30 Rg6+ Kh7 31 Kf6 and 32 Kf7 wins for White) 25 Ke6 Kg5 26 Rc4! (zugzwang) and now:

(A) 26...Kg6 27 Rc2 Be1 (27...Bb4 28 Rg2+ Kh6 29 Rg3 Bc5 30 Kf5 and now 30...Be7 transposes to B1 below, while 30...Kh7 31 Kf6 followed by Rg6 wins) 28 Rg2+ Kh5 (28...Kh6 transposes to B) 29 Kf5 Kh4 (29...Kh6 30 Rg6+ Kh7 31 Kf6 or 30...Kh5 31 Rg1) 30 Rg4+ Kh3 31 Ra4 and wins.

(B) 26...Kh6 27 Rc2 Be1 (after 27...Bb4 28 Kf6 Kh5 29 Rc6! Black cannot prevent Kf5, since 29...Kh6 30 Rc4 Be1 31 Rc1 Bh4+ 32 Ke6 and 33 Rc3 wins the a-pawn; so the Black king is cut off, with the bishop still unable to return to b2) 28 Rh2+ Kg5 29 Rh3 Bb4 30 Rf3 Kh5 (zugzwang again—if 30...Kg4 31 Rb3 Bf8 32 Rb8 and both 32...Bc5 33 Rc8 and 32...Bh6 33 Rc8! Bd2 34 Rc2 Bh6 35 Rc4+ Kg5 36 Kf7, followed by Rc3, lose the a-pawn) 31 Kf5 Kh6 32 Rg3 and now:



(B1) 32...Be7 33 Rg6+ Kh7 34 Rc6! Bb4 (or 34...Kg7 35 Rc7 Kf8 36 Ke6, when both 36...Bg5 37 Rc3 and 36...Bb4 37 Rf7+ Kg8 38 Kf6 Bc3+ 39 Kg6 Bb2 40 Rf3 Bc1 41 Rc3 win) 35 Kf6 (threatening Kf7) Kh6 36 Rc4 Be1 37 Rc1 Bh4+ 38 Ke6 and 39 Rc3 wins the pawn.

(B2) 32...Bc5 33 Rg4! (Chéron's 33 Rg6+ Kh5 34 Rc6 Bd4 allows the bishop back to b2 and is much slower) Kh5 (33...Be7 34 Rg6+ is B1, while 33...Be3 34 Rg6+ Kh7 35 Kf6 and 33...Kh7 34 Kf6 lose more quickly) 34 Rc4 Bd6 35 Ke6 Bf8 (or else 36 Rc3) 36 Kf7 Bd6 37 Rd4, followed by 38 Rd3 winning the pawn.

(C) 26...Kh5 27 Kf6 Bg5+ (we have seen 27...Bh6 28 Kf5 Bf8 29 Rc8 Bg7 30 Rc1 before!) 28 Kf5 Kh6 29 Rc6+ Kh5 30 Rc3 wins.

<b>24 Ke4</b>	<b>Bb2</b>
<b>25 Kf5</b>	<b>Kh5</b>
<b>26 Rd6!</b>	

The most efficient method of executing stage four.

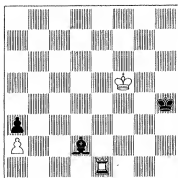
26 ...Kh4

Forced, since 26...Bc1 27 Rd1 and 26...Bh8 27 Rd3 win at once.

27 Rd3 Bc1  
 28 Rc3 Bb2  
 29 Re3 Bc1  
 30 Re1 Bd2

134e

W



The alternative 30...Bb2 loses after 31 Rg1 Kh3 32 Kf4 Kh2 33 Rg4 Kh3 34 Kf3 Kh2 (34...Bc3 35 Ra4 Bb2 36 Kf2! Bc1 37 Ke2 Kg2 38 Kd1 Bb2 39 Kc2 Kf3 40 Kb3 and 41 R×a3 wins) 35 Kf2! (quicker than Chéron's 35 Rh4+) Bf6 (or 35...Kh3 36 Ra4 Bc1 37 Ke2 transposing to 34...Bc3 above) 36 Rg2+ Kh1 37 Kf1 (37 Kg3 Be5+ 38 Kh3 Ba1! 39 Rg3 Bb2 is not so clear) Bb2 38 Rg3 Kh2 39 Rb3 Bc1 40 Ke2 Kg2 41 Kd1 Bb2 42 Kc2 Kf2 43 R×b2, promoting the a-pawn.

31 Rh1+ Kg3  
 34 Rd1 Bb4  
 33 Rd3+ Kf2

Finally White can start on stage five of his plan.

34 Ke4 Ke2

Black can delay matters slightly by 34...Bc5 35 Kd5 Ke2 36 Kc4 Be7 37 Kc3 Bf8 (37...Bf6+ 38 Kc2 Bb2 39 Rb3 and 40 R×b2) 38 Kc2 Bc5 39 Rc3 Bb4 40 Rh3 Bd6 41 Kb3, transposing to the game at move 38, but as White is 5 moves inside the fifty-move limit with the game continuation this could not affect the result of the game.

35 Kd4 Bc5+

35...Kf2 36 Kc4 Ke2 37 Rh3 and 38 Kb3 transposes to the game exactly.

36 Kc4 Be7

**37 Rh3            Bd6**  
**38 Kb3            Bf8**

This position is a win wherever the bishop is on the a3–f8 diagonal and wherever the Black king is on the second rank. The bishop simply does not have enough squares on the diagonal, for example 38...Kd2 39 Rh6 Bc5 40 Rc6 Be7 41 Rc7 Bf8 42 Rf7! (rather faster than Chéron's 42 Rc8) Bc5 43 Kc4 B moves 44 Kb4 and 45 K×a3.

**39 Rh8            Bd6**

Or 39...Bc5 40 Rc8 Bd6 41 Ra8.

**40 Ra8**

**1-0**

as 40...Kd2/d3 allows 41 Rd8, while after any other move White plays 41 R×a3. Chess is a difficult game!

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In addition to the above, I have consulted many chess magazines and periodicals including *Informator*, *The Chess Player*, *Chess*, *British Chess Magazine*, *Deutsche Schachzeitung* and *Shakhmaty Bulletin*, as well as several tournament books.

A short description of the above books may be useful to those intending further reading on the endgame. [10] is still the best one-volume work on the endgame, although some sections (especially the queen and pawn ending chapter) are distinctly dated. The series of books [1], [2], [3], [4], [5], [6], [7] and [14], translated from the Russian, is justly famous for its comprehensive coverage of all types of ending. It is rather unfortunate that the commonly occurring ending of  $R+B^v R$  is not to be found in any of these eight books, but such gaps are few. It remains an essential reference work for strong players and correspondence players. [9] is a rather curious work. Although it contains exceptionally complete analysis of many simple endgames of great importance to the over-the-board player, the author sometimes analyses endgame studies of no interest whatsoever. However, there is a good deal of analysis to be found nowhere else (as position 134 in this book makes clear!) and if you like some fantasy mixed in with the instruction you will probably like this work. [11] is an entertaining and little-known book.

[17] is probably closest in spirit to the present book and treats very thoroughly the comparison of game and study.

Surprisingly there are a large number of books on studies. [15] and [16] are the standard anthologies in English, although the solutions are often not sufficiently detailed. [12] will appeal to players, since none of the positions contains more than seven pieces and so they tend to be game-like, while [13] is a collection of studies by one of the greatest composers of all time. However, I feel that [8] is perhaps the best book in English for players who have an interest in studies, since the positions have been deliberately selected to be of relevance to the practical player. [18] contains a well-written account of the development of studies over the centuries.

# Index of Players and Composers

*Numbers refer to diagrams.*

- Alburt 68, 114  
Andersson 7, 17  
Antos 4  
Avni 77
- Balogh 20  
Bangiev 110  
Batuyev 22  
Bednarski 8  
Belkadi 119  
Bellon 19  
Benko 2, 94  
Blasbelg 87  
Bogoljubov 112  
Bonner 67  
Borisenko 21  
Borkowski 88  
Botvinnik 91  
Braunstein 37  
Bron 92  
Bronstein 3  
Browne 117  
Bruntrup 47  
Bukic 98
- Cereteli 59  
Cohn 120
- Dieks 88  
Dommes 89  
Donnelly 56  
Donner 18  
Dorfman 73  
Dueball 103  
Duriga 74  
Dvorecki 85
- Emerson 53  
Erdy 96  
Erlandsson 26  
Ermenkov 39  
Espig 115  
Estrin 116, 116a  
Evans, L. D. 33
- Fischer 24
- Foldi 96  
Forintos 43
- Galvenius 131  
Garcia, S. 19  
Geller 36  
Gil 26  
Gligoric 105  
Goldstein 35  
Golombek 12  
Gorgiev 123  
Grigoriev 1, 42, 66, 121  
Gruenfeld 40  
Gubnicki 95  
Gufeld 7, 104  
Gurgenidze 51  
Gutman 114
- Haik 33  
Halberstadt 75  
Hamann 8  
Hasek 84  
Hazai 61  
Hecht 10  
Herbstmann 101  
Herland 87  
Herzog 109, 109a  
Hindle 41  
Honfi 27, 28  
Hort 54  
Hverekilde 132, 132a
- Joseph 124  
Jovcic 9
- Kagan 77  
Kalinichenko 52  
Kaminski 58  
Karpov 69, 83  
Kasimov 108  
Kasparian 11, 78, 79  
Kasparov 69  
Keres 24, 54, 62  
Klebanov 52  
Klovan 32  
Kluger 25



- Kobaidze 59  
 Kogan 100  
 Komay 108  
 Kopaev 86  
 Korolkov 13  
 Kubbel 126  
  
 Larsen 50  
 Lasker, Em. 81  
 Lazarev 46  
 Lehmann 31  
 Lengyel 28  
 Lerner 68  
 Lewis 56  
 Ljubojevic 117  
 Lukov 74  
  
 Makarov 102, 102a  
 Makarychev 99  
 Mandler 118  
 Mann 76  
 Mattison 30  
 Matulovic 97, 103  
 Medina 67  
 Menas 37  
 Mestel 122, 122a  
 Milenkovic 106  
 Miles 34  
 Missiaen<sup>2</sup> 129  
 Mitrofanov 128  
 Mohring 41  
 Moldoianov 14  
 Mukhin 99  
 Murei 23  
  
 Nadareishvili 64  
 Najdorf 62  
 Nenarokov 42  
 Neustadt 113  
 Novak 15  
 Nunn 53  
  
 Olmutsky 48  
 Olssen 17  
 Ortueta 130  
 Oszvath 63  
  
 Pachman 119  
 Parma 98, 105  
 Paulic 60  
 Pedersen 10  
 Petrosian, A. 61, 107  
 Petrosian, T. 83  
 Petrov 125  
 Pfeiffer 31  
  
 Pflieger 45  
 Piasetski 38  
 Podgajets 32  
 Portisch 133  
 Pribyl 71  
 Prochazka 118  
 Prokes 20  
 Pytel 116, 116a  
  
 Radev 71  
 Rajkovic 9, 38  
 Reshevsky 36  
 Reshko 58  
 Reti 80  
 Ribli 63  
 Richter 55  
 Rittner 47  
 Rodriguez, R. 50  
 Roessel 43  
 Rohde 65  
 Rubinstein 120  
 Ryc 15  
  
 Sakharov 46  
 Sallay 27  
 Salwe 29  
 Samocanov 14  
 Sandor 25  
 Sandro 49  
 Sanz 130  
 Savon 100  
 Sax 39, 111  
 Schlechter 93  
 Seirawan 6  
 Shamkovich 16, 35  
 Siaperas 97  
 Sigurjonsson 34  
 Simagin 3, 21, 22  
 Smejkal 82  
 Smyslov 2, 104  
 Sobolevsky 5  
 Sosonko 70, 89  
 Sozin 91  
 Spanjaard 18  
 Speelman 132, 132a  
 Stankov 106  
 Stean 70, 109, 109a  
 Stein 73  
 Stone 131  
 Sznepik 122, 122a  
  
 Tataiev 95  
 Tchernov 72  
 Teschner 55  
 Thomas 112  
 Timman 134-134c

Titenko 23  
Toth 45  
Tsheshkovsky 107, 111  
Tukmakov 82

Umanski 102, 102a

Vancura 127  
Van Riemsdijk 40  
Vasovic 60  
Velimirovic 133, 134–134c  
Vesely 4  
Visier 16  
Vogt 115  
Volkevic 113

Walbrodt 93  
Weider 49  
Weinstein 65

Yakimchik 57  
Yanofsky 12

Zaitsev 85  
Zakhodjakin 44  
Zepler 90  
Zhilin 72  
Zilber 6  
Zilbermann 110  
Znosko-Borovsky 29  
Zubarev 66

# Index of positions by material

*Numbers refer to diagrams.*

## *I. Kings and pawns*

- K+P v K+P 117
- K+2P v K+P 53
- K+2P v K+2P 1, 121, 124
- K+3P v K+2P 119, 122a, 122b
- More than 5 pawns 65, 66, 118, 120, 122

## *II. Minor pieces*

- B+Ps v Ps 26, 27, 43, 91, 95
- B+Ps v B+Ps 41, 52, 57
- N+Ps v Ps 4, 37, 132a, 133a
- N+Ps v N+Ps 12, 67, 68, 75, 92
- B+Ps v N+Ps 73, 74, 77, 93, 105, 133
- More than 2 minor pieces 5, 17, 59, 69

## *III. Rooks and pawns*

- R+Ps v Ps 106, 107, 108, 109a, 110, 110a
- R+P v R 111
- R+2P v R 78
- R+P v R+P 81, 84, 86, 89, 112, 113
- R+2P v R+P 25, 29, 82, 83, 85, 87, 90
- R+2P v R+2P 102a, 116
- R+3P v R+P 36
- R+3P v R+2P 55, 97, 114, 115
- R+3P v R+3P 15, 88, 131
- R+4P v R+2P 70, 101
- More than 6 pawns 23, 100
- 2R v Ps 48
- 2R+P v 2R 20

## *IV. Rooks and minor pieces*

- R+Ps v B+Ps (up to 4 pawns) 35, 94, 127, 134–134c
- R+Ps v B+Ps (more than 4 pawns) 14, 44, 71, 103, 109
- R+B+Ps v R+Ps 6, 11, 30, 64
- R+N+Ps v R+Ps 10, 51, 63
- R+minor piece v 2 minor pieces 13, 42, 123, 129
- R+N+Ps v R+N+Ps 2, 8
- R+B+Ps v R+B+Ps 45, 47, 49, 50, 79, 102, 130
- R+B+Ps v R+N+Ps 28, 38, 56, 62
- R+2B+Ps v R+Ps 125
- R+Ps v B+2N+Ps 128
- 2R+Ps v R+N+Ps 9
- 2R+Ps v R+2 minor pieces+Ps 7, 46
- R+2N+Ps v R+N+Ps 104
- 2R+B+Ps v R+B+Ps 16
- 2R+B+Ps v 2R+Ps 18

R+2B+Ps v R+B+N+Ps 60  
2R+N+Ps v 2R+B+Ps 40

*V. Queens and pawns*

Q+Ps v Q 22, 31, 32, 34  
Q+Ps v Q+Ps 21, 33, 58, 96, 116a

*VI. Queens and minor pieces*

Q+B+Ps v Q+Ps 3, 76, 76a  
Q+minor piece+Ps v Q+minor piece+Ps 61, 72, 98

*VII. Queens, rooks and minor pieces*

Q+R+Ps v Q+R+Ps 39  
Q+Ps v R+minor piece+Ps 19, 80  
Q+R+Ps v Q+minor piece+Ps 99  
Q+R+Ps v Q+2 minor pieces+Ps 24, 126  
Other combinations of material 54, 132

The endgame is the most important phase of the game where one mistake can prove fatal. However, its study is often neglected by average players and endings are often considered uninteresting.

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**James**

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Grandmaster John Nunn has been in the English Olympiad team since 1971 and won 3 gold medals in the 1984 Olympiad. He is author of several books including *Secrets of Grandmaster Play* and *Solving in Style*.  
148 diagrams

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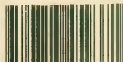
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